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dcm@quaynet.co.uk

June 2000

Issue 09

# **dreamcast**

128-BIT TECHNOLOGY • ONLINE GAMING

**M O N T H L Y**

## **ECCO THE DOLPHIN**

The Defender of the Future is here!

**exclusive  
review**



**huge  
review**

## **V-RALLY 2**

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## **QUAKE III ARENA**

Online gaming is coming, but are you ready for it?

**feature**



## **SWWS EURO EDITION**

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## editorial

**A**nother month, another Dreamcast Monthly. We've got one of the strongest line-ups of review titles we've ever had for you this month. With titles like V-Rally 2: Expert Edition (page 66) and Sega World Wide Soccer Euro Edition (page 70) receiving scores of 8 and 7 respectively, plus Ecco the Dolphin: Defender of the Future (page 18) fronting the magazine, you're going to be in for an expensive couple of months of gameplay.

If, like me, you're far more interested in what's coming our way as far as online gaming is concerned, we've got a couple of beauties for you on that front too. Chu Chu Rocket (page 40) was due for review this issue, but Sega have wisely decided to hold it back until the online aspect can be fully exploited, so expect a release early on in May.

As promised last issue, we've got a spanking gorgeous Quake III: Arena feature for your viewing pleasure (page

90). The series is undoubtedly one of the most influential in gaming history and to have the pinnacle of that series appearing on the Dreamcast is pant-wettingly exciting. Check it out for the full low-down on what could be the biggest DC game ever.

As far as the rest of the magazine is concerned, we've got the usual round-up of all the latest news, previews and features from around the world of Dreamcast, but if you're feeling particularly lucky this month you'd be a fool to miss out on our massive GTA 2 give-away (page 94). We've got five Dreamcasts and ten copies of Take 2's monster game (reviewed only last issue) to chuck your way, so get your answers on a postcard now, before some other cheeky git beats you to it.

Take care,

**Russell Barnes**  
Editor Dreamcast Monthly



**dreamcast**  
128-BIT TECHNOLOGY • ONLINE GAMING MONTHLY

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Rally driving rocks, but what about V-Rally 2?



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## QUAKE ARENA

We promised it last issue and here it is... Quake III - you know you want it.

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SWWS has been revamped and refurbished for the year 2000.



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Sega's excellent puzzler is going online next month!



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Five Dreamcasts and 10 copies of the game to give away!

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 blics and sound and then leave borders on I...

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## DO YOU WANT CHIPS WITH THAT?

I know you're not supposed to, but I recently got my Dreamcast chipped and it's the best thing I've ever done. Why? The choice of games for a start. I've had a Dreamcast since launch day but Sonic Rally 2 just didn't last long enough for me – I needed more! Now I can play the excellent Biohazard Code: Veronica and Dead or Alive 2, months before they hit the shelves over here. What surprised me about a couple of games like Code: Veronica and Sega Bass Fishing was that even though they're Japanese games, most of the menu options were in English, along with all the speech in Code: Veronica, so there was no problem playing through them. If you're like me and tired for waiting for the best games, why not chip your Dreamcast – you won't regret it!

**Paul, Derby**

*DCM: Actually you could regret it if your machine develops a fault while it's still in warranty. Should this be the case, you'll have no hope of ever seeing a replacement or having your machine legitimately repaired – apart from that you won't regret it! There's no doubt that the ability to play NTSC games on your PAL*

*system is very attractive, but it's all about weighing up the pros and cons. If you're happy to send your machine to an unknown company for a week and spend the equivalent of a new game getting it done then that's fine – just beware!*

## FREE LAUNCH

It occurs to me that online gaming is definitely the future of console gaming and definitely the future of the Dreamcast. It's great to see that SegaNet (America) are doing a fantastic deal persuading gamers to sign up to Sega's ISP. I have an e-mail pal in the States who wants to sign up, telling me that he'll receive a \$200 cheque in return for his two year subscription (at \$22 a month). The idea is that you get a



Dreamcast free, but you don't have to buy the Dreamcast with the money, meaning that if you put that against the monthly payments it nearly halves it overall – what a fantastic deal! Will Sega be doing that offer here and when can we sign up if they are?

**Owen, Stoke**

*DCM: It's actually something for nothing – who said there's no such thing as a free lunch? Let's face it, if the future of the Dreamcast is in online gaming then people would sign up to Sega's ISP even without the incentive of a \$200 cheque (Quake III: Arena is incentive enough for most gamers). It's not looking good as far as the same deal converting from dollars to pounds is concerned. We've been reliably confirmed that it's very unlikely indeed, so whatever you do, don't hold your breath. Comparing the sizes of gaming communities in the States to Europe, you'd think it would be us who needed the special deals, but that's just the way it goes.*

## TO BE THIS GOOD...

I read many an article about how well Sega is going to do with the Dreamcast and about the originality of the games. It's strange to me that no one seems to give any thought to the fact that if you walk into an arcade and play a game, it's more than likely going to be made by Sega. Sega actually develop their own games and they're damn good at it, because their main focus (apart from the Dreamcast) is popular arcade games. Sony have to rely on third party developers like Namco, Capcom and Squaresoft to make really good games for them, yet Sega can make games like Virtual On 1 & 2, Virtua Fighter, Daytona

## MOANING MODEM?

While reading your magazine over the various issues, I have noticed people sending in letters complaining about the online gaming and asking when it's going to come out. But one thing I have noticed is that you have avoided to

say anything about the speed of the modem in the Dreamcast and how it is going to affect the quality of the gameplay. It will probably be good when the online gaming gets going, with games lined up like Quake III and Half Life, but just like everyone else who is around 14-years-old like me, I can't afford to go and by a 56k modem

for however much it's going to cost. I have a 56k modem in my PC and even that still runs like shite. So from what I can imagine, unless Sega have something amazing hidden up their sleeve, online gaming on the Dreamcast is looking very bleak with modem speeds of 28k.

**Rhys, e-mail**

*DCM: First off, the UK Dreamcast doesn't have a 28k modem, it's a 33.6k modem. Secondly (and unfortunately), we're not going to know much about any problems with the Dreamcast modem until E3 (the world's largest computer show) in LA next month. We'll be seeing Half-Life networking across a number of Dreamcasts while we're there and we plan to talk to the developers about the modem while we're at it – all will become clear soon...*



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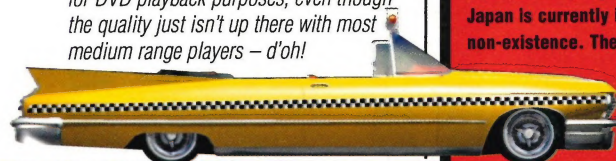
forum

2, House of the Dead, Crazy Taxi and Jambo Safari. Most of these titles offered unique levels of gameplay which people loved and Sega did it all on their own – let's see Sony do something similar.

The problem is, Sony aren't really a games company, their background's in leisure electronics and music. They can create great hardware, but from a games point of view they have no backbone. So please explain to me why everyone runs out to buy a PlayStation2 when there are no really good games to play – strange. I mean, Sega go to the trouble of making an arcade board that is almost identical to its Dreamcast counterpart to allow arcade-perfect ports, making the machine a dream to program for, so developers can focus more on the game than the actual programming. Sega also have their own excellent in-house developers like Sonic team. Sonic Adventure is so different from all the other Sonics (which I never really liked), but even though it was rushed, it's fantastic, clearly indicating that the gameplay outweighs other faults a game may have.

**Rob, e-mail**

*DCM: There are some excellent points there Rob. At least there are a few people out there capable of appreciating what Sega are doing. As far as accounting for PS2's strange success story is concerned, check out this issue's Letter of the Month for more, but the bottom line is that most Japanese users seem to be using the PS2 for DVD playback purposes, even though the quality just isn't up there with most medium range players – d'oh!*



## DCM LETTER OF THE MONTH

### UNIVERSITY CHALLENGE

As part of a university assignment, I recently performed a study of the entertainment industry, and video games obviously featured heavily. The study revealed some very interesting points about brand loyalty and pricing, though some very strange anomalies were blatantly present. The Dreamcast, for example, has been available for around a year and a half in Japan and has titles like Soul Calibur, Crazy Taxi and Sonic Adventure, which are all innovative, graphically excellent games that all received excellent marks in games magazines around the world. Even though there are a large number of equally excellent games being released as we speak, the DC market in Japan is currently in a state of near non-existence. The obvious reason for this is that gamers in the Land of the Rising Sun have been holding back for the release of PS2. Sony's new machine sold phenomenally well and broke sales records, even though it has terrible technical problems with graphics, DVD playback and memory card bugs. Launch software was well below par, with even Tekken Tag receiving a lukewarm reception from journalists and gamers alike. Given that the PS2 is twice the price of the Dreamcast and has technically inferior games, no current internet facilities and a particularly ugly

appearance, it's remarkable that Sony can't keep up with the demand for their new 'super console' in Japan. There's definitely a paradoxical effect between product quality and sales figures that can't simply be explained by Sony's marketing skills. Is this a case of haywire brand loyalty or don't Japanese gamers have any idea what's good for them?

**Daniel, e-mail**

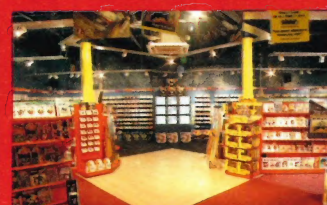
*DCM: It does seem rather strange that a console receiving so much bad press should be doing so well, but taking a look at hardware AND software sales of Sony's new machine should tell you something new. Only a fraction of PS2 buyers actually bought games with their system, pointing to the fact that most users are simply using it for DVD playback so far. Sales of DVD films in Japan rocketed at the same time as the PS2 launch, so that adds weight to the argument. Given that the launch line-up was so weak, it's hard to imagine that many new users aren't disappointed with what's available. After all, how many times can you watch The Blair Witch Project before that bloody screaming woman really does your head in?*



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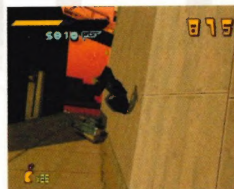
For your chance to be the proud owner of any game of your choice, simply write to us with your usual trials and tribulations – it couldn't be easier! Make sure your letter is sharp/intelligent/funny/sarcastic enough to be DCM's Letter of the Month and the game at the top of your wish list will be winning its way to you, courtesy of those lovely people at Gameplay.

Make sure you include your full name and address and the name of the game you would like to win, or you'll be kicking yourself for a week when you don't win. Don't just sit there – get writing!



# NEWSCAST

bringing you the latest news and views from around the world



## READY, JET SET, GO



Skate precariously along rails.



Sega's Jet Set Radio takes the Tokyo Games Show by storm

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This title was one of the most talked about games at the TGS this year and many have said that it's a combination of Crazy Taxi and Tony Hawks.

So what the heck's all the fuss about then? Well, basically it involves you defacing buildings and trying not to get copped by the cops.

You play the role of a punk kid called 'Beat' (also known as Erik), who's a bit of a rebel and rides around on inline skates, listening to his local hip hop station and spraying his tag all over the city.

The comparison with Crazy Taxi comes from the little arrows telling you where to graffiti next. Not only that, but all the action takes place in a real-time city with moving traffic,

which obviously you need to skate around – if it hits you expect your energy bar to deplete drastically.

Things don't take long to get hectic, not only do you have to skilfully avoid the oncoming traffic but you can also hop onto rooftops and if you time it right, you could even hitch a ride by hanging onto a car bumper.

As you skate through the various levels, performing back flips and splits, you have to pick up cans of spray paint. To use the spray all you do is press the left trigger button and then move the analogue stick in the same way as it's performed on screen – easy.

The in-game graphics are a little out of the ordinary, as you can probably tell from these screenshots. When you look at the main

# NO CUT YET

Sega resist retail pressure



**D**espite impressive sales at launch and the fact that there are now over one million Dreamcasts sold across Europe, sales for the Dreamcast have slowed in recent weeks, leading retailers to call for a reduction in the price of the console to let it compete more effectively with the PlayStation and the revitalised-thanks-to-Pokémon Nintendo 64. Sega have thus far resisted the calls, although we're guessing that they've got something up their sleeves for around the time of the PlayStation 2 launch. Some retailers used the launch of Tomb Raider: The Last Revelation to put together special bundles for the console. However, we suspect that for the DC to continue its success story, at least fifty quid needs to come off the asking price, sooner rather than later.

# LARA'S NEWS

Dreamcast TR4 hits big, and they've finally cast the movie...

**T**he world of Tomb Raider is always a fast moving one. Since last issue, when the latest adventures of Lara Croft earned her a fantastic ten out of ten from our good selves, the game has gone on general release and has knocked the likes of Crazy Taxi, Soul Reaver and NBA 2K out of the way to claim the number one slot in the DC sales chart. The launch of the game was backed by special television advertising which promoted the Dreamcast version.

To add to the hype, it finally seems that the long-mooted Paramount Pictures movie of Lara's exploits is to get the green light, with Con Air/The General's Daughter director Simon West at the helm (he also made the Budweiser ads with the frogs, if you're into that kind of thing). And who will be donning the skintight costume? None other than Angelina Jolie, fresh from winning an



Oscar for her performance in the Winona Ryder movie, Girl Interrupted. She was also in the Denzel Washington thriller The Bone Collector, and, er, Hackers. Which was shit. Rumours persist that a tie-in game will be released at the end of the year, although we doubt they'll have the film out by then – we're guessing at next summer.

# DREAMCAST GOES BLACK

Changing colour, but will it boost sales?

**O**ver in the States, Sega are set to change the colour of the Dreamcast console for a special Sega Sports edition which is set to go on sale in the Autumn. The new unit will be black in colour, although it was unclear come going to press time what else would be done to the console for the occasion, and what goodies were to be bundled in. Rumour suggests that this is the first of many such projects for Sega, although a spokesperson refused to confirm that a unit was being specially drafted up in Birmingham City's colours.



Characters have an unusual graphical style.

character it almost looks as if he's in 2D, but trapped in a 3D world. The environments around him are authentic with textures and shading, yet he's fairly basic looking with flat colours. However, he's purposefully made to look this way, as are many other elements in the game such as the police cars, other characters and spray cans.

Jet Set Radio's set to be one of the most unique titles Sega have released and may even compete with Crazy Taxi in the gameplay stakes. Only thing is, we're going to have to wait a while before it's released over here, as it's not out in America until later this year.



# STOP PRESS

## POP THIS!

Konami, thus far with only the mediocre Deadly Skies on their Dreamcast report card, are hard at work on more new titles for the DC, and not before time. And now, according to Stateside release lists, the arcade hit Pop 'N' Music 3 (as well as version four, it would appear), is going to be appearing in your front room.

## THE PRINCE IS RIGHT

The age old platforming franchise, Prince of Persia, is destined never to have looked better as it heads for the DC. Hopefully, it should never have played better either, as the programmers are looking to steer the game away from its PC roots and turn it into something more suitable for console players. The game's due for release later on in the year.

## MAKING MORE SPACE

Take a gander at the latest release schedule to come from Sega HQ and, pencilled in for the start of summer, you'll spot a game called Space Channel 5. It's been revealed that a sequel to the game is already well in development – a little bit presumptuous maybe – but look for the review of the first game shortly.

## MIDWAY GET SEQUELITUS!

Midway's unswerving support for the Dreamcast continues, with the confirmation that Ready 2 Rumble 2 is now definitely on for release before the end of the year, as well as NFL Blitz 2001. More details on both nearer the time.

# STOP PRESS

## STOP PRESS



### TONY'S STILL ON

The restructuring of Activision has seen an immediate casualty in the form of a Nintendo 64 version of Tony Hawk's 2, undoubtedly yet another major blow for the long-suffering console. Whilst it's not officially being confirmed as we go to press, it's understood that the N64 version is a non-event.



### MORE ON MSR

The much anticipated Metropolis Street Racer is to boast special online features. Whilst it's unclear whether full online play against other people will be offered, you should be able to download other people's races, which will give you a ghost car to zoom against in your quest to be the best. Sounds a bit like Scooby Doo to us...

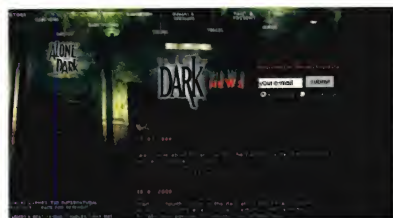
## STOP PRESS

## DON'T VISIT IT IN THE DARK!

Long awaited sequel gets a web site

**Y**ou youngsters will barely remember the genre-shattering Alone in the Dark trilogy, a creepy trio of action adventures that set the pace for others to follow (and do we hear the words Resident and Evil there?). However, thanks to those jolly folk over at Infogrames HQ, a fourth part to the extravaganza is on its way later in the year, and frankly, we can't wait.

Anyway, chances are, that much you probably knew. What you didn't know is that the game now has its own web site to whet your appetite still further, and you can find it at [www.aloneinthedark.com](http://www.aloneinthedark.com). Enjoy it.



## THE IMPERIAL ASSAULT

More flights of fancy from Konami

**W**e've already commented on the less than impressive sole Konami Dreamcast title, Deadly Skies, in our inches this month (insert your own dirty gag here if you must), but that hasn't stopped Konami giving it another go, as they gear up to launch Imperial Hawk: Fighter of Zero onto the Dreamcast later in the year. Due for release in the States in early summer (and there's no guarantee the name will be the same for a possible journey across the Atlantic), the order of the day is air combat, themed around the events of the Second World War. We'll bring you more definitive news as we get it.



## IGNORE THE HYPE!

Er... not really. It's a new Ubi Soft game

**I**t's only at the rumour stage at the moment, but Ubi Soft – they who have successfully brought Rayman 2 over to the Dreamcast – look set to bring another of their PC hit games Dreamcast-wards. Only it isn't even out on the PC yet.

Hype The Time Quest it's called (it says here), and it follows the story of a young chap called Hype who, courtesy of the Black Knight, has been sent right back in time. Which really is the standard cue for four time periods and lots of adventuring with the ultimate goal of getting back to the future. If you follow our drift.

Excited? Well slow down a second. This is Ubi Soft's adventure game for, ahem, the younger members of the family. Oh, alright, it's for kids. Whatever that means. And if we do get a Dreamcast version, it won't be until the end of the year at the earliest. Other than that, it's a cracking story, we're sure you'll agree.



## I WANT MY MUMMY!

Konami extend their Universal deal



**R**emember we told you last issue that Konami had teamed up with Universal Pictures, and were thus working on a game based around the forthcoming Jim Carrey movie The Grinch Who Stole Christmas? Good job we reminded you then. Anyway, the deal has been extended to include another title from the Universal library, namely the 1999 blockbuster The Mummy! Due before the end of the year, the game has endless possibilities, but looks to be taking the action-adventure route, with you controlling the main character from the film. Don't forget, too, that Universal are prepping a sequel to The Mummy for release in 2001 – does that mean we'll get another game then?

## THE POWER GETS STRONGER

Another reason why you don't want to miss Power Stone 2

**E**asily one of the five most anticipated games of the year (arguably on any format) Capcom's Power Stone 2 just keeps looking better and better. The latest addition to the four-player fight fest is an adventure mode that's exclusive to the Dreamcast, which will force players to earn their extra goodies such as special weapons and so forth. How do you earn the currency to do this? Easy. You just keep clearing levels and picking up the readies left for you at the end.

The VMU will save your progress, of course, meaning you won't have to keep backtracking just so you can buy yourself an iron bar for when your mate comes round (and that's in the virtual sense, kids, so don't you go trying that at home). The game is set to be published by Eidos again anyway, and we're looking at a late summer or early autumn release.



## UBI SOFT GO DREAMCAST MAD!

Just check this lot out...



**A**long with companies like Eidos and Midway, Ubi Soft are rapidly winning themselves even more friends in the Dreamcast community thanks to their aggressive support for the console. If you forgive their underwhelming Evolution, they've certainly got a special place in our hearts. And they will have even more so with some of these titles, which are due before the end of the year.

We've already talked about The Road to El Dorado last issue, when we gave it a special preview, and they're also on publishing duties for a game based on Disney's upcoming film, Dinosaur. Don't forget that they've also given themselves the task of bringing Pamela Anderson Lee to the DC, courtesy of a game based on the TV series VIP.

## THE ROAD TO EL DORADO



You want more? Well POD 2, an update of a popular old PC racing game, is now on the cards for definite, as are a pair of new role playing games, Peace Makers and Dragon Rider. The title Stupid Invaders probably tells you all you need to know about another game at the moment, and they've also got Evil Twin and Heroes 3 on their roster. Blimey.

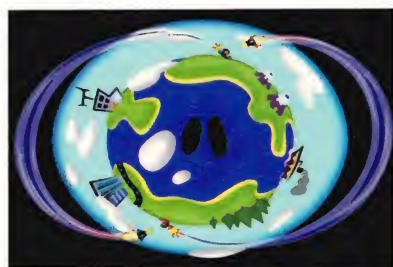
## WORMS AROUND THE WORLD

Here we go again...

**T**eam 17 are on a bit of a winner with their range of Worms games, which seem to have appeared on every format known to humankind (we got Worms Armageddon on Dreamcast at the end of last year). And despite rumours that the last release would see the end of the franchise, it's been officially announced that the company are now working on another game in the series, which is set for release just before Christmas.

It's called Worms World Party, and aims to add enough new features to the tried and tested formula to persuade us to go out and buy the bloody game again. The focus, as ever, is on multiplayer action, and to this end the title should embrace the online gaming potential offered by the DC. Cooperative and confrontational missions are included in the game, and there is the potential for boss levels, more weapons, user-definable visuals (including a design your own gravestone feature) and more violence.

Furthermore, expect up to six players from across the globe to be able to compete, and a special map that tells you where in the world your opponent lives!



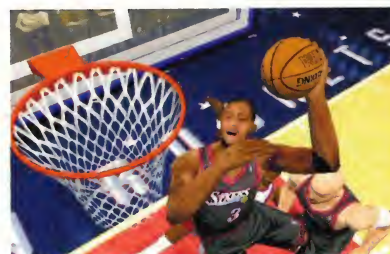
## MIDWAY THROW DOWN THE GAUNTLET

New game to have exclusive DC goodies

**P**reviewed last issue, Gauntlet Legends continues to lurch ever closer, and the update of the classic arcade game has now inherited some special features for its Dreamcast debut. In the game shipped to owners of the DC console, there will be two extra worlds that are derived from the arcade machine itself, namely a Forest world and a Desert world. Furthermore, the programmers have thrown in some secret characters that you won't find on any other format, and generally touched the game up for its launch on Sega's white box. The publishers are Midway, and we want them to know that if they keep this up, we will love them very much and have all their babies. Ahem.

## SPORTING CHANCE

EA Sports better watch their back



**T**hus far they have NBA2K under their belt (with some more American-focused titles also released Stateside), but as far as Sega are concerned, that's merely the beginning for their Sega Sports label. For ice hockey fans, there's NHL 2K1, which hasn't been confirmed for a UK release, but given the limited success EA have enjoyed with their ice hockey franchise over here, it's certainly not going to do any harm.

Next up is another American sport (which again makes the UK release firmly in the 'to be confirmed' category), World Series Baseball 2K1. As you've probably guessed, this one involves some blokes in outfits that look like pyjamas playing a fancified game of rounders. But it should look really smart.

We're also expecting updates to both of Sega Sports' other titles, namely their basketball and American football releases, but the company have revealed that they are thinking about adding new titles to their portfolio. Here's a hint to get them on their way - Croquet 2K1 is a bad idea.

## PROSPECTS

### SNO CROSS RACING

Crave Entertainment continue to add to their slate of DC games. This new title involves sitting in a snowmobile and racing the damn thing. Sometimes it's hard to dress these things up in fancy journalistic talk. No word on a European release as of yet, but we're guessing it's just a formality.

### AMPRO TRUCKER

18 Wheeler AmPro Trucker is a hit arcade game that could prove to be another Crazy Taxi. Only it's got no taxis in it. It's set for release at the end of the year, and the home version will have similar enhancements to Crazy Taxi, with little sub-games and some extra tracks thrown in, just because they're that generous.

### DR DRILLER

This title is due for release by Namco in Japan at the end of June, and can only involve the art of dentistry, surely. The big news is that it will be playable online, with gamers being able to go and download new levels from Namco's official web site. No other details have been released yet, but we'll keep you informed.

### MS. PACMAN

Namco of America have announced that their currently developing Ms. Pacman Maze Madness for the DC. It's a 3D maze game which features six characters, over 180 mazes and loads of multiplayer modes. It's due for release in the States sometime during October, and we look forward to seeing it over here - hopefully.



## PROSPECTS

### RUNE JADE

This title is an RPG from Hudsonsoft which is set to be playable online. It's been compared to the popular PC title Diablo. You'll be able to play a single player game or multiplayer online. The release date isn't coming up for a couple of months yet though.

### LOONEY TUNES

Another title that's been announced by Infogrames, Looney Tunes: Space Race is due to ship later this year. It's going to include all the characters from the cartoon, which will probably include Buster, Babs, the Animaniac cats and Max a Million – I'm sold already!

## MORE ON HIS MOJO

Powers game takes shape



**W**e've followed the development of this one fairly closely in the DCM office, ever since it was announced that Take 2 Interactive had acquired the licence to produce games based on the Austin Powers movie. The latest we had was that the company's first game based around the franchise was to be a racing game, and now we have a name for it – Austin Powers: Mojo Rally.

Starring the key characters from the films – that includes the likes of Austin, Mini Me, Dr Evil and Fat Bastard – it looks, on paper, to be fairly routine stuff. Each character has their own special

vehicle, which in turn has its own special power that can be used to gain an unfair advantage. The game will boast fifteen tracks and various differing weather conditions, and promises to try and encapsulate the humour of the hit films.

A multiplayer mode is included too, although at the time of going to press no formal words had been spoken with regards to online gaming capabilities, which are shortly due to go live with the maddeningly addictive puzzler Chu Chu Rocket. However, we do hope that by mixing in speech, music and the sheer style of the rather amusing films and marrying it with a strong game, we can enjoy a quality racer based on a quality film. Here's hoping.

## ACTIVISION SORT THEMSELVES OUT

Major restructuring to prepare for the future

**A**ctivision haven't done a great deal so far where the Dreamcast's concerned. Blue Stinger and Vigilante 8: Second Offense being their complete roster so far. Yet that doesn't mean that DC may not see the repercussions of a \$66m restructuring of the company to help make them more robust and face the future.

The Expert Software line is the immediate casualty, although that's entirely PC based, but we can reveal that the likes of Tony Hawk's Pro Skater (which sat proudly on our cover last month) and Quake III (which you can read about elsewhere in this issue) are unaffected, and that the company are still very much live and kicking. Just so long as they don't make another Vigilante 8 game!

## SEQUEL LATEST

Soul Calibur 2 to be confirmed shortly?

**W**hilst no official word has been forthcoming from Namco with regards a follow up to their wonderful Soul Calibur – ranked by many as the best game of last year, and the proud owner of the number one slot in our Millennium Countdown – rumour is spreading that a DC version is a virtual certainty.

We haven't got firm details on the content of the game itself – these will follow when Namco finally confirm the title – but we do know that a PlayStation 2 version is also being planned, meaning it won't be DC exclusive this time around. Still, it should feature some more highly attractive computer generated women to stick on the office wall. Er, not that we can't get our hands on the real thing, y'know...



# global news

## FREE DREAMCASTS!

Americans have got them, can we have some too?

**T**he latest ambitious step in the console war has seen Sega of America aggressively pushing the Dreamcast console Stateside in a bid to see off the impending threat offered by the PlayStation 2. To that end, they're giving anyone who signs up to their Internet Service Provider for two years a Dreamcast, absolutely free of charge.

We'd say 'no strings attached' at this point, but we'd clearly be lying. The fairly major string is that Americans may not pay for their local phone calls, but they are still forking out cash to Internet Service Providers (no Freeserve over there, matey), and so your two years' access will set you back in the region of £150 – which for the American market, isn't a brilliant deal but certainly isn't to be sniffed at. Existing Dreamcast owners who sign up for the scheme will be offered a rebate too. Isn't that nice.

As things stand, there are no plans to bring this extremely pleasant offer to the UK, which is unsurprising, as the Internet market over here is focused more towards the free providers than actually paying anyone for the privilege (translation: we'd be genuinely surprised to ever see a deal like this emerge in the UK). However, what the move does signify, which should translate in some form to the European market, is that Sega aren't taking the next couple of months (which even the more generous observer would argue are crucial for the sustained success of the Dreamcast) lightly, and rightly so. Let's just hope we get some nice irresistible offers headed in our direction, nudge, nudge, wink, wink.

## BE A BOOKWORM

The Japanese can now hire out old MegaDrive titles

**S**ega of Japan's Dream Library scheme is about to go live, with the idea being that Japanese gamers will be able to download a variety of old MegaDrive games from the several hundred on offer. They'll then be able to play the games free of charge for a limited time.

Of the four initial titles that are pioneering the scheme, the only one that rings serious bells is Phantasy Star. Meanwhile, rumours persist that as well as old MegaDrive games, the old Game Gear titles will also be made available over time. No news yet on European extension to the scheme though, we're afraid.



# TOEJAM AND EARL SET TO RETURN?

New sequel to MegaDrive hit – but will we see it?

If you log on to the Internet and head on over to <http://www.tjande.com>, you'll find the web page of ToeJam and Earl Productions. Great story, you're thinking, thanks a lot for that. However, dig a little deeper and you'll discover that the developers are working on a new sequel to one of the most popular series of games ever to grace the Sega MegaDrive.

That's the good news. The bad news at this stage is that the programmers are unwilling to talk about which formats the game will be released on, although they do reveal that they'd like to make a PC version, given the multiplayer possibilities it'd offer. The game's a long way off yet, and if it does go to PC it'd be natural for the game to be ported across to the DC. After all, have the guys forgotten their roots?



# ALL IN THE NAME OF FASHION

New threads making the Japanese trendsetters

You've heard of promotional clothing before right? Well just take a look at these stylish items carrying the stylish Sonic brand. Only Japan would milk such a thing surely, or can we expect them over here? Some of them look wearable but we're sure you have to be some kind of freak fan to be seen in them in public.



# CHART WATCH

Want to know what the biggest sellers are on the Dreamcast? Want to know if anyone other than you bought a copy of Chef's Luv Shack? (Probably not.) Well have a browse through the following to see what's hot and what's not at the moment – courtesy of those fine folk at Chartrack.

1	SEGA BASS FISHING	Sega
2	TOMB RAIDER 4 – TLR	Eidos
3	CRAZY TAXI	Sega
4	RAYMAN 2: THE GREAT ESCAPE	Ubi Soft
5	HOUSE OF THE DEAD 2	Sega
6	NBA 2000	Sega
7	LEGACY OF KAIN: SOUL REAVER	Eidos Interactive
8	SONIC ADVENTURE	Sega
9	SOUL CALIBUR	Namco
10	TEE OFF	Acclaim
11	WWF: ATTITUDE	Acclaim
12	POWER STONE	Eidos
13	SEGA RALLY 2	Sega
14	DEADLY SKIES	Konami
15	NFL BLITZ 2000	Midway
16	READY 2 RUMBLE BOXING	Midway
17	VIRTUA STRIKER 2	Sega
18	UEFA STRIKER	Infogrames
19	SPEED DEVILS	Ubi Soft
20	JIMMY WHITE'S 2: CUEBALL	Virgin

Chart compiled by Chartrack. © ELSPA

Lara's slipped a place to second and Sega Bass Fishing has reeled in to first. We reviewed it way back in Issue 3, where it weighed in with a nine out of ten, so it's of no surprise to us that it's gone straight into the number one slot. If you haven't bought it yet, we suggest you take a trip to the shops and get yourself a copy!

# ABOUT SQUEAKING TIME

Missing peripheral heading for DC?

If news from Japan is correct, it seems that the Dreamcast is finally going to have a mouse released for it, plugging one of the most gaping holes in the console's peripheral line up. With some big strategy titles due for release towards the end of the year, of which Black and White is easily the most anticipated, plus the fact that Internet browsing is much easier with a mouse, it means that this is something we've needed for ages. No news yet on a European mouse, but it beggars belief that we haven't got one already.



# IN WITH THE OLD

Midway to bring back the old classics

It's only a rumour at the moment, but word has it that the popular Midway classics PlayStation Arcade Party Pak will soon be arriving on the Dreamcast. It's new name is said to be Arcade Flashback DC and if it's in any way similar to the PSX version, the games will include classics from the Atari, Williams and Midway coin-ops. In the PlayStation bundle, gamers were treated to the likes of Klax, Toobin', Super Sprint, Smash TV, 720 and Rampage – hopefully there'll be some extras thrown in if it appears on the Dreamcast. Confirmation is yet to come from Midway, but as soon as we get it we'll be able to tell you more.

# A REVOLUTION FOR RACING GAMES

New online off-road driving game announced



**Y**et another racing title is about to hit the shelves in the US this summer and it's called 4X4 Evolution. But what makes this game different to the likes of Sega Rally 2, 4 Wheel Thunder and the impending V-Rally 2 is that it's going to be playable online. It's being published in America by Gathering of Developers, or GOD (enough said) and developed by Terminal Reality, who developed games such as Monster Truck Madness 1 and 2 and CART Precision Racing.

It won't only be Dreamcast owners who'll be able to access the Internet and play online but also anyone owning a Mac or PC, and if it's good enough for the Americans, then surely we can have the same opportunity over here.

The details of the game all appear to resemble your standard racing title. Vehicles include the Ford Explorer, Hyundai Santa Fe, Isuzu Rodeo and the Mitsubishi Montero Sport, all of which you'll be able to upgrade as you earn more money. There'll be various weather conditions to battle against, such as snow and rain, and plenty of modes to get your teeth into. Details are sketchy, but expect a preview in DCM soon.

## HERE COMES INDY!

Lucas Arts announce new Dreamcast game

**W**ith Star Wars Racer just about to shoot onto shop shelves as you cast your eyes over our very pages, it's been revealed that Lucas Arts are hard at work at bringing another of their popular PC hits over to the Dreamcast. Fortunately, the choice of title could hardly be better, as it'll star none other than the Intrepid explorer himself, Mr Indiana Jones.

The game is Indiana Jones and the Infernal Machine, and it's a straight head-on attack at the Tomb Raider franchise. When it was released last Christmas, alongside Lara's latest adventure, the critics just about edged Indy's outing, but the sales figures favoured the one with the heaving breasts. Nonetheless, it's a very good action adventure in the true Tomb Raider tradition (which, if we're being honest, is a game in the Indiana Jones tradition anyway), and it's scheduled for release at the very end of the year. We'll let you know more in a future issue.

We look forward to further Dreamcast support from Lucas Arts in the near future. But they can keep the lousy PlayStation Jedi Power Battles, thank you very much. No offence.



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## XPECTED PRICE FOR X-BOX

Microsoft's console – it ain't going to be cheap

**R**emember ages ago when we told you how cool it is that a console could launch at under two hundred notes, and just what an important thing that is? You may want to inform potential owners of the PlayStation 2 and Microsoft X-Box of this very fact. With rumours that the PS2 will go on sale well north of the £199 mark (current estimations reckon you should add at least a ton to that), we've uncovered more news with regards the cost of the forthcoming X-Box, which is still well over a year from release.

The Japanese price is to be around 38,000 yen (which translates to around

£250), whilst pundits are predicting a US price of \$300. If that happens, taking into account the fact that consoles in Britain generally cost more than in both Japan and the States, we'd guess that the X-Box will launch at around £270-300 over here.





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Dream**arena** Fantasy Football 2000



Dreamcast™



# ecco the dolphin: defender of the future

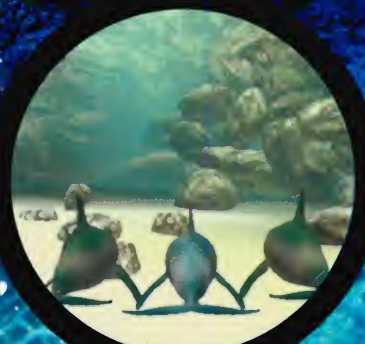
Ecco's returned to the ocean once again to bring gamers another epic, watery adventure and it's one of the most stunningly unique titles due for release...



# showcase

## ecco the dolphin: defender of the future

**Suddenly** the depths of video gaming aren't quite so murky, as Ecco the Dolphin becomes one of the most recent treasures of the deep. Open up this treasure chest and lurking inside you'll find a gem, full of sparkling puzzles, endless exploration and the most awe inspiring graphics ever seen. No coral reef has been left uncharted and no stone left unturned to produce this potentially ground-breaking title. It's time to defend the future...



<b>Publisher</b>	Sega	<b>Developer</b>	Appaloosa	<b>Origin</b>	UK	<b>Genre</b>	Adventure
<b>Available</b>	30th June 2000	<b>Players</b>	1	<b>Price</b>	£39.99	<b>Contact</b>	0181 9953399

## INITIALLY...

WOW, THIS REALLY IS A FEAST FOR THE EYES, THE GRAPHICS ARE SIMPLY AMAZING AND AS YOU CONTROL ECCO HE SWIMS WITH GRACE THROUGH THE WATER. THE FIRST LEVEL EASES YOU INTO THE GAME GENTLY, SO YOU CAN GET USED TO THE CONTROLS AND EXPLORE THE UNDERWATER WORLD.

So how many truly unique games have been delivered to the Dreamcast up to now? Well that's down to perspective really, isn't it? Some would say Sonic Adventure was a masterpiece, but then Soul Calibur came along and blew every other game from every other genre out of the water. Then there's Shenmue, which we reviewed on import back in Issue 5. Who says there aren't any original titles out, or on the way, for Sega's next generation console?

And now comes the opportunity for us to experience some deep sea exploration as, at last, Ecco the Dolphin swims his

playing the game itself and just turn explorer instead, or maybe practise jumping out of the water a few times. Defender of the Future must be one of the only games where you can be occupied for hours without even starting to play the game.

## Ocean Odyssey

As you may or may not know, this isn't the first adventure Ecco's had in the world of video gaming; way back in 1992 he made a formidable splash on the Sega Genesis and soon after he appeared on the infamous Sega CD and Mega Drive. So for the past few years, we've kept our heads well above water (sorry)

As soon as you slip the CD lovingly into the Dreamcast and then press the power button, the door opens to a treasure chest of gaming

way over to the Dreamcast. By now you've probably read and heard about all the hype surrounding this new Sega title, but the question is, is all that hype justified? Over the next few pages you'll see why everyone's been talking about it and why it's worthy of our undivided attention.

## Underwater World

As soon as you slip the CD lovingly into the Dreamcast and then press the power button, the door opens to a treasure chest of gaming. Ecco invites you to feast your eyes on a richly detailed underwater environment, and how tasty it is too. Rock structures protrude above the surface, plants sway from the underwater currents, the sand is disturbed as Ecco brushes against it, fish flit erratically from reef to reef and sharks patrol their lairs for likely intruders. And as Ecco himself swims gracefully through the water, you experience the overwhelming urge to forget about

and in the meantime Sega and Appaloosa have been working on this masterpiece.

Ecco's world was once a haven of peace – that was until an evil force created a vortex, so it could go back in time to alter the course of history. Taking on the role of Ecco you have to travel back into the past in an effort to defend the future. Okay, so it's not the most inspirational plot dreamt up for a game, but who cares when you're about to solve some scrupulous puzzles and interact with some seriously realistic looking marine life?

## Sonar Power

An integral feature in Defender of the Future is Ecco's means of communication. Whenever you wish to have a quick chat with either your fellow dolphins or other sea creatures you use sonar, which is a pretty pitch perfect recreation of a real dolphin's. Faint rings also appear as well when you

## Peripherals



THE CONTROLS FOR ECCO THE DOLPHIN ARE VERY SIMPLISTIC SO THERE'S REALLY NOTHING FOR YOU TO KNOW.

## ALTERNATIVELY...

ECCO THE DOLPHIN REALLY IS IN A LEAGUE OF ITS OWN AND THERE AREN'T ANY TITLES UP AND COMING THAT COMPARE. IF YOU FANCY IT THOUGH, YOU COULD DIG OUT YOUR OLD SEGA CD OR GENESIS AND PLAY ONE OF THE OLD ECCO GAMES – OR NOT.



## ECCO THE DOLPHIN: DEFENDER OF THE FUTURE



Ecco first started his adventures on the Mega Drive, back in 1993. The game was welcomed with adoring eyes, with sales escalating to over a million – quite a shocking number, considering that it was such an unconventional title for the times. You controlled the bottle-nosed dolphin through 30 extremely watery levels in a kind of action/adventure format, with the graphics leaving a lot to be desired. But not every title can be compared to this Dreamcast relative, as you know.

Ecco also appeared on the Sega CD and no doubt people were panicking that the future of gaming was going to revolve purely around the creatures of the deep. The Sega Genesis was also graced with his presence and a sequel entitled Ecco II: The Tides of Time also appeared on the same platform in 1994.

However Defender of the Future is just as, if not more ingenious than the original and may just be as popular.



age old ecco

THE VMU SAVES YOUR PROGRESS AS YOU SWIM THROUGH THE LEVELS. OH, AND IT'S ALSO GOT THE COMPULSORY GAME LOGO ON THE SCREEN.

# SNOWCASE

ecco the dolphin:  
defender of the future

press the X button and if you've managed to attract the appropriate character, they'll come swimming over to you.

It's through communication with various creatures that you'll discover what puzzles to solve next and any new twists in the story's tale. Be careful who you do speak to though, as if you spark the interest of a shark you're likely to be on the receiving end of some razor-sharp teeth. It's not just the sharks who can deplete your health, you should give jellyfish a wide berth, as well as certain species of fish. To replenish your health bar use the charge button to catch fish. Oh, and don't forget to get some air regularly – how much you have is also shown by a gauge, at the top left of the screen.

## Atlantic Cities

Ecco's adventure is split into a number of unique worlds and within each of them are various areas to explore (32 in total). The first world is Crystal Bay, a visual treat with its mystic caverns and coral reefs. As this is your maiden voyage into Ecco's underwater palace, it's nice to spend a while lazily swimming through the gentle currents and taking a look at what's above the water's surface by

gracefully jumping in and out of the turquoise blue ocean. If you fancy getting up to some antics with your fellow dolphins, you can use your sonar to find out what activities they're doing, but they're mostly just chasing different coloured fish around the seabed.

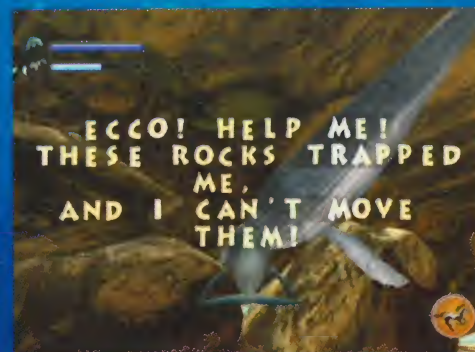
The game starts off with a very simple mission. Once you've spoken to the mother and child sperm whale, you start to explore the Bay and as you approach the entrance to the City of Atlantis, the world suddenly begins to shake and rocks come crashing around you. Once the seaquake ends you swim back to the mother whale and she tells you in a panic that her baby's gone missing. Just a short swim away you see the baby mammal, trapped behind some fallen rocks, and you go to the other dolphins for help. Now there are three of you swimming in formation (take your time swimming back and perform some dives out of the water) and you have to go back to the rockfall and charge at the boulder at the very bottom of the pile. This then becomes dislodged and all the others follow, freeing the baby sperm whale. In return for your brave efforts, the baby shows you an alternative way to the City of Atlantis and you're ready for your next mini adventure.

## Lurking In The Deep

As you venture into the next area there are a few more unwelcome guests to watch out for. Sharks patrol their waters and the faintest sniff of a dolphin brings them out in force, accompanied by some Jaws-inspired sound effects. Ecco isn't completely defenceless, as underneath his

■ Helping the baby whale near the start is so sweet!

**Ecco invites you to feast your eyes  
on a richly detailed underwater  
environment – and how tasty it is too**



+

shifting shape

If any of you remember the previous Ecco games, you'll be pleased to hear that he's still retained his morphing abilities for Defender of the Future. This hidden talent means that he can transform into various types of sea creature and on some occasions he will need to morph to access particular levels. For instance, for him to enter the Atlantis 3000 level, he has to transform into a fish for a while before he can magically morph himself back to become the loveable Ecco again.



friendly exterior he's also got some nifty moves, especially the charge move, which you can use to smash into any evil predators and deplete their energy. This isn't necessarily well-advised though, as it usually provokes them to retaliate and to be honest, Ecco's got better things to attend to than scrapping with sharks. Avoid them if you can.

Earlier Ecco titles featured extra abilities that our friendly dolphin could collect during his adventures. This Dreamcast crusade is no different and Ecco can pick up items including extra air, extra strength, extra health and invincibility on most of the levels you come across.

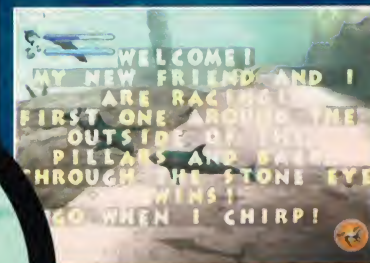
One unique ability for Ecco to learn is the range of songs. There are four songs in total – fish, shark, ray and turtle – and you have to learn them to be able to progress through the game.

The first one you'll have to learn is the fish song, which you'll come across on the second level. A dolphin is trying to catch a slippery fish but isn't having much luck. Now's your opportunity to show him how it's done, so charge at it and catch it in your jaws. The other dolphin then comes over to congratulate you on your skilful catch and tells you that normally his fish song would work but not on this particular 'crazy' fish. In exchange for you letting the fish go so he can continue his game, he offers to teach you the tune.

## Action Stations

But it's not all feel-good, relaxing, simple gameplay, there are also a few action-packed scenes for Ecco to contend with. For starters there are various boss-like characters to encounter, such as the exciting eel chase where Ecco has to get through a tunnel avoiding electrical charges. This is where using your invincibility pick-up comes in handy, but it doesn't quite last long enough to evade imminent electrocution.

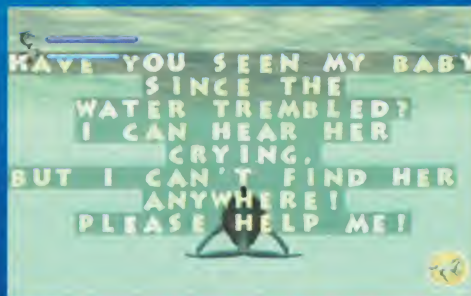
Unfortunately there's a pretty long time to wait until you can experience the wonder of



■ Speaking to the various sea creatures will forward your adventure.

## Ecco encompasses gameplay from many genres and shows just how the Dreamcast's abilities should be used by developers

Ecco the Dolphin for yourselves. This is one of those very few titles which illustrates that gaming doesn't just have to be about racing cars, shooting zombies or kicking a ball around a football pitch. Ecco encompasses gameplay from many genres and shows just how the Dreamcast's abilities should be used by developers. It's completely faultless and sets the perfect precedent for any potential sequels.



**ecco**  
THE DOLPHIN  
DEFENDER OF THE FUTURE



**dreamcast**  
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100% UNOFFICIAL 100% UNBIASED 100% DREAMCAST

VERDICT

Defender of the Future is a pleasure to play in every sense. The graphical interpretation of the underwater paradise is second to none. The learning curve is perfect and the gameplay keeps you interested throughout. If you don't buy this game, you'll be missing out.

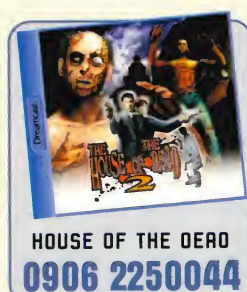
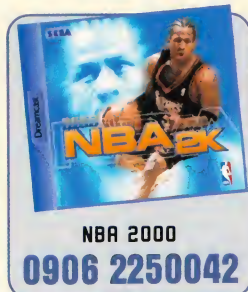
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Written by Claire Webster  
claire.webster@quarrel.co.uk

# Dial A Game



It really could not be easier. Basically, the Dial-a-Game™ service is the fantastic new way to get hold of Dreamcast games and accessories. As opposed to having to send cheques, postal orders or use a credit card, the cost of the call pays for them instead! And, as the cost is added to your telephone bill, in some cases you won't have to pay for your goods for as long as four months! Just call the number corresponding to the item you want, listen to the Dial-a-Game™ service, leave your details and then just sit back and let the Postman do the rest!



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Derek dela Fuente reports...



Take2/RockStar Games, one of the world's leading publishers, has supported the Dreamcast from day one. Now they're really revving things up, with a list of superb titles for the year 2000 on the DC. Derek dela Fuente reports...



# take 2 games



## DOGS OF WAR – Released 4th Quarter

Talonsoft/Take 2 are already well known to PC owners for being responsible for some terrific strategy games, and now it's been brought to our attention that they plan to expand and enter the Dreamcast market. Their first release on the format, a game developed by UK-based Silicon Dreams, is to be a mix of genres, with tactical, strategic and action elements combined into a 3D world.

but possesses natural projectile weapons and a gruesome set of teeth. The plan is to have about 20 missions and more than 35 unit types, ranging from infantry, air-based craft and lumbering Rhinoids, through to snipers and tanks. Extensive planning will precede each mission, with you deciding where the primary entry point will be and selecting which units to take into battle. If you're successful in a mission, you may get enough points to purchase additional units and supplies.

### In a Nutshell

**Dogs of War is a fully three-dimensional tactical action-strategy game, which blends a mix of line-of-sight arcade diligence with the command interface required to lead a massed force to victory. Dogs of War promises extraordinarily challenging and addictive gameplay across a monumental, energetic battlefield.**

# take 2 games

### A Fresh Start

The game (which originally went under the strange but attractive working title of War Monkeys) takes place early in the 22nd Century, after Earth has sent out colonies to various far flung planets to try and find replacements for its dwindling resources. The first of these planets to be colonised was Primus IV, where miners exploited the rich deposits of a new element, SL18. After some skirmishing with scattered indigenous life forms, the colonists took hold of this planet and began mining SL18. Fast-forward four decades and those colonists, originally heralded as heroes for establishing Earth's first stepping stone to the stars by finding the only known supply of SL18 in the charted Universe, declare their independence. Knowing an assault will come from Earth (SL18 is recognised as having some serious military capabilities and Earth wants it), they hire an elite mercenary force to defend them

### Action Stations

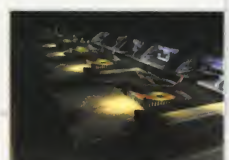
The game will have three factions; The Imperial Order (Earth's forces, which are technologically advanced), the Dogs of War (far superior in numbers) and the indigenous race, the Mantai. This giant insectoid race has no technology

### Look at This

Multiple terrain types, including desert, rolling snowy hills and urban areas, will be available for fighting the battles, which can involve up to 200 individual units. These units can be viewed from a multitude of camera angles – including top-down and 3D over-the-shoulder perspectives – over huge tracts of the planet's surface. However, early on in the game, the battles will be focused on smaller scenarios with fewer massive-damage units (like tanks) and more infantry. Missions won't all be of the 'my army is bigger than yours' type. There may be times when using a lone sniper to take out the opposition with his telescopic rifle is preferable, or it could be better to sneak a handful of soldiers into an attack formation before storming the enemy stronghold. Those players who do like to boast about size can get their fun with the enormous Satan tanks, Rhapsody gunships or flame throwing Fire Monkey tanks.

### It Makes You Think

Like most modern Real Time Strategy (RTS) games, units will persist from mission to mission, as long as they survive to the end of the skirmish. This becomes extremely important in the game, as it will be possible for a small





but highly trained group of units to destroy a much larger force, if you employ superior tactics. This will almost certainly be necessary if you're playing as the Dogs of War against the technologically superior Imperial Order or the vast numbers of Mantai. The tried and trusted formula of RTS games is employed here, in that units increase their combat skills the further they progress – take one all the way and it will be nigh on invincible in the final missions.

## Take 2 It

Up until now the Dreamcast has been sadly lacking in such Age of Empires, Command & Conquer and Rainbow Six style games, so the news that a publisher such as Talonsoft is going down that route with Dogs of War could be just what Sega's console needs. A game like this is prime product for Internet play and it will be interesting to see if the multiplayer modes found on the PC version such as Death Match,

**Moho looks set to be a pioneering arcade title that will bring original gameplay and a fresh visual style to the genre**

Capture the Flag, Finders and All for One make it to the Dreamcast. Two other points of interest are that Craig Charles – from Red Dwarf and, more recently, Robot Wars – is the voice actor, whilst Norman Cook, better known to all as Fatboy Slim, is supplying the music. Whether this will be original stuff or merely licensed tracks has yet to be confirmed. Watch this space.



## MOHO – Released 3rd/4th Quarter

The guys behind this are none other than Lost Toys. Never heard of them? Headed by Glenn Corpes, and including a number of other former members of Bullfrog (who came up with the superb title Magic Carpets, as well as Populous and many others), Lost Toys look set to break new ground with Moho. Looking at the game you can see it has all the polish and originality you'd expect from such a line-up. This is the first title from the team and Take 2 was the publisher lucky enough to nab them.

Moho is an all-action arcade game set in a strange, futuristic and violent world where convicts battle one another in gladiatorial arenas for the title of People's Champion. Whilst law-abiding citizens watch on for their amusement, you contest with fellow 'lifers' in a bloody fight to the death for your one shot at freedom. You can choose to play as one of six characters, each with different strengths, weaknesses and their own reason for being behind bars. In combat, each also possesses a range of different attack combos and trick moves, which players must master to survive. Each level is based around one of six gladiatorial game modes such as 'Last Man Rolling' (battle to the death) and 'King of the Hill' (occupy that hill, and as long as you do you'll get points). The environment itself will morph and change as the combatants struggle with one another.

Moho looks set to be a pioneering arcade title that will bring original gameplay and a fresh visual style to the genre.



## AUSTIN POWERS: MOJO RALLY – Released 3rd/4th Quarter

The present information about this title is sparse, but the team responsible is Climax, the guys who coded

Theme Park World. They are presently coding seven games, all of which look like monster titles.

'It's racing, baby, but not as you know it', was the quote from the team. Mojo Rally takes full advantage of the Dreamcast's 128-bits to create the 'grooviest' racing game around. Featuring five basic play options – Championship, Single Race, Time Attack, Versus and Battle Mode – Austin Powers: Mojo Rally wiggles to the hazy tune of both single and multiplayer racing. Naturally,

the game draws its themes from both Austin Powers: International Man of Mystery and Austin Powers 2: The Spy Who Shagged Me. In all, eight racers make up the Austin Powers Rally, which promises obstacle strewn tracks and a lot, lot more.



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GAUNTLET LEGENDS

## the new atari

"We were Atari. The intellectual property for Gauntlet Legends was invented here, at what was the old Atari office, in our coin-op division. Atari has been under the Midway umbrella for a few years now. In January 2000, we officially changed our name from Atari Games to Midway Games West, so that all development studios (from Chicago to San Diego, to here in Silicon Valley) were better identified as members of Midway. When we want to change something we just do it, as it's our property! Basically, as I understand, all intellectual properties owned by Atari since 1985 are ours. Hasbro has the majority of properties before that time."

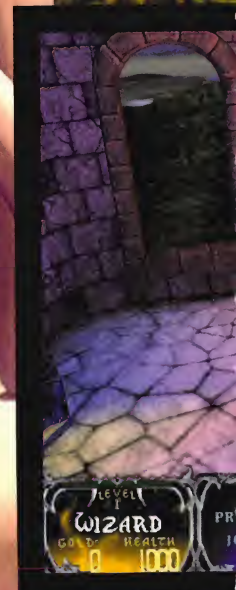
**MIDWAY**



# Gauntlet Legends



Another arcade machine, another conversion over to the Dreamcast — but is the game any good and what's it all about? Derek dela Fuente finds out more by talking to the team...



<b>Publisher</b>	Midway	<b>Developer</b>	Midway
<b>Released</b>	June 2000	<b>Genre</b>	RPG



The original Gauntlet game was released way back in the 80s and at the time it caused more than a ripple. It was a great top-down arcade game with lots of action and exploration, spiced with some great ideas. Now Atari, a rival to Midway, has produced Gauntlet Legends, which is now being converted by Midway's own team. That's a strange deal, so why did they grab a game from the opposition? Scot Amos, Senior Producer, was on hand to explain: "Because it's a great game! Where else do you get flashy visuals, a silky-smooth frame rate, and all with four player, simultaneous (on the same screen), co-operative play? We're not just a coin-op company, by any means. Truth be told, we put out huge volumes of consumer titles on all platforms, compared to our few select hits in the arcades. Gauntlet Legends has already seen the N64 and PlayStation market; now the Dreamcast version takes its rightful place in the mix, but it's a far superior version. We even have a Game Boy Color version due out later this year! That's just one of our franchises. There's Rush 2049 on multiple platforms, Ready 2 Rumble, Hydro Thunder and many others, all

forging huge sales figures on the consumer market."

The internal team at the Midway Games West Studio (located in the Silicon Valley) is working on the conversion. The original coin-op team for Gauntlet Legends (also an internal team at the same site) supplied the source data and code for the Dreamcast version and is rendering assistance in implementation, particularly on the design-tuning side.

When you hear Gauntlet Legends mentioned, you also hear about Gauntlet: Dark Legacy. Amos gave the reasoning behind this: "Gauntlet: Dark Legacy is a sequel in the arcades to Gauntlet Legends. The Nintendo 64 version of Gauntlet Legends added new levels, custom-built for the home market, but sacrificed some of the original coin-op's worlds (the desert and forest). The Dreamcast version of Gauntlet Legends restores the original coin-op worlds (desert, forest, castle and mountain) and adds on to it the battlefield world. We are much truer to the original arcade version, except we look better."

## Improvements

"Attention to improving the game is a solid focus", explained Amos. "The game is taken directly from the pages of the coin-op. Naturally, as the producer of the other consumer versions put it, we get all

of the user's quarters up front, so we need to re-tune the game and change the play-flow to accommodate this different player environment. We have a wizard's tower as a hub world that links all levels/worlds together. The player has to unlock each successive level and world through a series of quests. The technology is ripped from the coin-op version, with specific enhancements to the rendering pipeline where possible. Naturally, we also support saving your game between levels, unlike coin-op."

You would imagine that creating a game based on a game concept that's already done would be an easy task, with the team simply having to adapt to another format, but that is not always the case. Amos was eager to explain why: "Creating a new world from nothing is also fantastic. The sky's no longer the limit, unless I make it that



GAUNTLET LEGENDS

## out with the old

There's a core audience of 'old school' players who are definitely hip to anything Gauntlet – that's a real plus for Midway. However, they also have a huge following of new fans just discovering Gauntlet for the first time. It's much more than just the original; the additional types of attacks, much flashier style and graphics, and totally 3D environments (with stunningly cool themes) make everyone take notice. The core attraction isn't the name, it's the ability to have simultaneous, multiple players on the same screen, co-operating to beat the dungeon, that makes this game great. After all, whether a title has old 2D graphics or this stylish new 3D look, good gameplay always wins. Let's not forget that GL is unique – having four people on screen at one time co-operating is Gauntlet's greatest strength. It's very simple to learn, has no complex controls, and its visual appeal sucks you into the world, so you just have to see the next level/world/enemy.

## IT'S A GREAT GROUP GAME – AN EXPERIENCE THAT'S BEST SHARED



■ Spell casting is one of the game's more graphically adventurous areas – though they look much better animated.

GAUNTLET LEGENDS

## the controls

Control is very straightforward, with the analogue stick used for movement and three buttons – attack, turbo (hold down to run) and magic (use a potion). These buttons can also be used in combinations to cause turbo attacks, potion shields, or to throw a potion like a grenade – simple and elegant.

# loading

## GAUNTLET LEGENDS

### modes

The Dreamcast version is a very accurate conversion of the coin-op game. As such, it doesn't have any unique/new modes of play. Instead, Midway focused their talents and energies into making this a great representation of the 1998 coin-op original. It's an arcade-perfect port, but with enough changes to the levels, enhancements in the engine and secrets to give console consumers more than just the arcade game.



## GAUNTLET LEGENDS

### the man behind the game

Ed Logg, who wrote Gauntlet, is still a member of the company here in Silicon Valley, and has flirted with each version of Gauntlet Legends since the coin-op debut of this remake in 1998. He has other

projects that he's actively still coding/running (currently Rush 2049 on the Dreamcast and NG4), but he swings by the test lab to view what is currently going on in the Gauntlet World.



way! When converting a game from one platform to another, the creative effort is in making it the best it can be for the new platform – taking advantage of technology, the expected audience, etc. It is, generally, easier to take something that's already designed, tuned and playable on one platform and emulate it on another

platform (assuming the other platform has similar technology; otherwise, it's a nightmare trying to cram everything in!). In the case of the DC version, the technology was on a par with the coin-op version's needs, so it was straightforward."

The team has the scope to change any aspect of the original game, and has actually asked the designers of the coin-op version to help them out with the game balancing in this final dash to the finish line. As with all consumer versions of Gauntlet Legends, they've changed locations for quest objects and re-routed the way through most levels, so players aren't simply playing the same thing again.



### The Game

From a story perspective, a greedy young mage used a magical set of rune stones to summon a powerful demon, Skorn, from the underworld into the Gauntlet realm to do his bidding. However, the demon broke free and is now running rampant through the realms, changing the inhabitants into vicious creatures that are slaves to his power. Four legendary heroes are summoned to free the kingdom from this demon's grasp.

Gauntlet Legends is a co-operative one to four-player action adventure, set in a magical realm where the heroes must destroy the evil infestations, driving them back into the underworld. As one of the other producers put it, players must 'kick ass, get gold, and take the glory.' It has an isometric view and the player can use a number of spells and actions to achieve their objective. There are nine characters on hand, all with their own look and attributes. Each character has three unique 'turbo attacks' – magical effects that range from a larger weapon to throw, to a medium circular attack, to a full-on forward-moving power attack that leaves a trail of death! Beyond these unique attacks, players also find potions in the playfield.

**THERE'S A CORE AUDIENCE OF 'OLD SCHOOL' PLAYERS WHO ARE DEFINITELY HIP TO ANYTHING GAUNTLET**



■ Gauntlet has come a hell of a long way since its beginnings all those years ago.



## its selling points – the team's views

No other game attracts people or creates an atmosphere of co-operation like Gauntlet does. If you're playing it in the arcades and a stranger walks by, when he joins in you're suddenly bonded together as a team, yet you've never met before in 'real life'. The home versions have that same group appeal and really propel this from being another hack-n-slash to a great game experience. It is visually beautiful and simple to learn, so it has a broad appeal, but the real jewel is our ability to have multiple people kicking ass and taking names at one time – it's a great form of chaos that draws big crowds.



which can be shot before being picked up, gathered and used via the magic button, thrown like grenades, or turned into a magic shield to protect the player. There are dozens of magical power-ups too, ranging from a three or five way simultaneous shot to amulets that enhance your weapons with fire, acid, or lightning, with some very cool effects.

Each player has an info panel at the screen's bottom edge (a HUD). This contains info such as the player's stats, gold, experience level, health and name. During the game, there are on-screen hint scrolls that pop up to tell players about some things the first time they find them (such as picking up the first key, opening the first chest and so on).

Enemies appear from their generators at varying rates, depending on the level and area. Key events are triggered by the player's progress through the game. The bosses are many times larger than any normal enemy and have a variety of unique speciality attacks. There's a unique boss for each world, each of which has a different combination.

### RPG

As well as being a 'move and shooter', Gauntlet Legends has some RPG elements mixed into it. Characters have experience levels, a health counter, and four key attributes that increase over time (as you gain experience), plus you can buy stats in the game's shops to

boost certain deficient attributes. For example, a warrior gains strength faster than a wizard, but he has very low magic. You can compensate for that by buying him more magic at the shop (for a high price). This level of character growth adds an RPG element, without getting in the way of the fast-paced arcade action – Midway aren't presenting it as an RPG.

Amos added: "I see it as a great group game; an experience that, frankly, is best when shared. You can play through the entire game as one player and it is fun. However, Gauntlet really shines when you have two to four people bashing on things together! The chaos is great (and addictive)!"

contains unique enemies and playfield visuals. For example, we have a desert world that looks very much like the ancient pyramids, and a forest world that is strikingly organic and woodsy."

Each level has a system of gates, switches and enemies that you must defeat in order to progress to the next one. Simple levels may take only a few minutes to defeat, whilst on the larger, more complex levels it will take players upwards of an hour to fight through everything and uncover every item and secret. Starting in the first mountain level, there are a few enemies around, a bridge across the river and more enemies. You can either fight your way across the water and up the stairs, or sacrifice a precious key in the nearby gate to ascend the closer stairs. These types of multiple pathways through some areas add to the player's decision-making and increase strategy.



■ Though your goals are often similar, different stages have their own distinct look.

## WHETHER A TITLE HAS OLD 2D GRAPHICS OR A STYLISH NEW 3D LOOK, GOOD GAMEPLAY ALWAYS WINS

### On the Level

Gauntlet Legends has 46 levels, Amos explained the layout: "The game is broken into a series of worlds; each with a unique theme. Each world is made up of individual levels. One level is a complete play-experience (you enter it, fight through it and exit it). All levels connect to a hub level called the wizard's tower. There are three to six levels for any given world. World themes are unique graphically and each



■ The toys in the bath knew someone had pulled the plug – but who?

<b>Publisher</b>	Crave Entertainment	<b>Developer</b>	TBA
<b>Released</b>	TBA	<b>Genre</b>	Fighting

# Ultimate Fighting Championship

Be warned, this ain't no wrestling match...

**ULTIMATE FIGHTING CHAMPIONSHIP**

**get in the ring**



The action in Ultimate Fighting Championship takes place inside a cage called The Octagon. The area is smaller than the cages used for wrestling matches so the competitors have nowhere to hide. Oh, and chances are that your face may end up meeting the wire, which can't be good for your looks. WWF superstar Ken Shamrock is a former UFC champion, as is fellow WWF star Dan 'The Beast' Severn.



**A**lthough there are loads of wrestling and beat-'em-up titles out there, most of them require you to suspend belief whilst playing, whereas this game will put you right in the middle of some real fighting action.

For those unfamiliar with the UFC, it's the closest you can get to a street fight without breaching the

peace. You don't get a warning in this sport for swiftly kicking your opponent in the face and unlike professional wrestling, you won't be pulling off some crazy moves – everything here is based on actual moves, so prepare to swap the ballet of the DDT for the real pain of a punch in the chops...

Ultimate Fighting Championship will require the player to use tactics



**ULTIMATE FIGHTING CHAMPIONSHIP SHOULD FIND FAVOUR WITH A LARGE AUDIENCE**

to gain the upper hand; this sport is as much about learning how to reverse that submission hold when you are on the canvas as it is about kicking your opponent around. Whilst each player will be able to utilise classic moves such as simple kicks and punches, each fighter will also have their own signature moves and skills. Expect a large number of authentic grapplers to control, as well as some created especially for this title.

At this stage the graphics look very impressive, especially the facial detail of the fighters, and hopefully the game speed will enhance the excitement. With a Career mode for the single player as well as the usual multiplayer action, Ultimate Fighting Championship should find favour with a large audience, including those who so far have been oblivious to the existence of the real thing.



■ Just don't expect any mercy!

<b>Publisher</b>	Metro 3D	<b>Developer</b>	Metro 3D
<b>Released</b>	Summer 2000	<b>Genre</b>	RPG

# Dark Angel: Vampire Apocalypse

Something horrific is about to be unleashed onto the Dreamcast...

**S**ince the release of the classic Resident Evil games, the adventure/horror genre has flourished and now a new entry is about to arrive.

Dark Angel: Vampire Apocalypse sees you stepping into the shoes of a young woman, Anna, who is searching for a cure to a hideous disease that is changing people into horrid and nasty mutants with a taste for violence. As the adventure unfolds, Anna discovers that there is a bigger, altogether more terrifying picture here, as it turns out that there is a secret war raging between the Vampire Lords, who are determined to keep control over the humans, and the Masters of Science, who battle against them.

Of course, this story allows the game to create outlandish, bizarre creatures for Anna to battle against and so Anna's skills must be improved upon at all times. These acquired skills can then be stored onto your VMU. To build up her strengths, Anna can go back and replay any previous levels – impressively, the inhabitants of these levels remember how she acted last time around and they may fight by her side when she returns.

The fighting in Dark Angel: Vampire Apocalypse doesn't slow down the action as everything is played in real-time, rather than being turn-based. The monsters will all have their own unique style, so some may ask for Anna to be merciful when they are nearing defeat, whereas others



■ As you can see, the scenery is amazing!



will never give in and will call for help from other creatures. When these monsters are working together they will actually co-operate in a realistic fashion, making the appropriate decisions and using organisation. At the start of the game, Anna will use her sword for battles but later on she will learn magical skills to unleash on the monsters.

There are 12 huge areas in the game ranging from deep dangerous

dungeons to dark swamps, and all of these areas are constantly changing, so you may visit a city which becomes more prosperous as you progress, or the peaceful forest areas you have visited may eventually evolve into war-torn battlefields.

Dark Angel: Vampire Apocalypse looks to be a complex, immersive experience, which should weave its spell over players soon.

## || DARK ANGEL: VAMPIRE APOCALYPSE LOOKS TO BE A COMPLEX, IMMERSIVE EXPERIENCE

**DARK ANGEL: VAMPIRE APOCALYPSE**

**fight club**



As these shots show, the fight sequences in Dark Angel: Vampire Apocalypse vary depending upon the powers that Anna has acquired during her adventure. The more bloodthirsty player will no doubt enjoy slashing the enemy with a sword, resulting in a geyser of red plasma, whereas magic (such as this fire attack) is a more impressive way of getting rid of foes.



<b>Publisher</b>	TBA	<b>Developer</b>	Promethean Designs
<b>Released</b>	Q4 2000	<b>Genre</b>	Puzzle



# Fortris

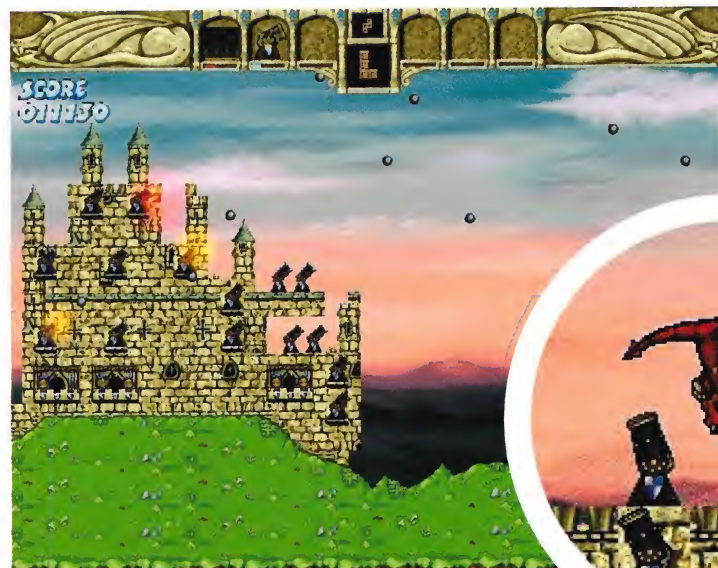
No, we said Fortris, NOT Tetris...

## FORTRIS

### two-player mode



In two-player mode the battle conditions are equal, with a split screen, and items entering for both players. Your objective is to create better combinations, so you can energise bigger weapons or create more Soldiers Twerps. There is never any room for complacency, or time to rest, as the battle is a race against time – and your opponent. You win by reducing their edifice to a smoking heap of rubble, and you can look at their castle to check what effect your bombardment is having. There will also be network and on-line games on various formats, where you can set your own parameters. You'll even be able to save your best construction and e-mail it to your mates.



■ Though somewhat samey, the graphics do the job well enough.

Last month we brought you a special on Promethean, and now we complete our look at the company with a sneak peak at what is one really crazy and addictive game. Having been given a demo to play, all I can say is... Wow! It's often the simple games that make an impact and occasionally, as was the case with Tetris, Worms and Lemmings, up pops just such a game that you just want to play and play.

### Super, Great, Fab!

Trying to explain such a simple idea is tough, believe me. It's based around the Tetris idea but has its own unique look and feel. Although based on fitting falling objects together, Fortris offers a lot more and it's different. It's got strategy, it's got puzzles, it requires

dexterity, and it's arcade fun. You can have CPU or human opponents, and the in-game characters have special attributes, hence there's always a lot happening on screen. It's also graphically beautiful and pretty wacky.

Gameplay itself is a simple concept – young kids will grasp it very quickly, and oldies will be addicted to this very compelling and varied game. In short, anyone and everyone will want to play it.

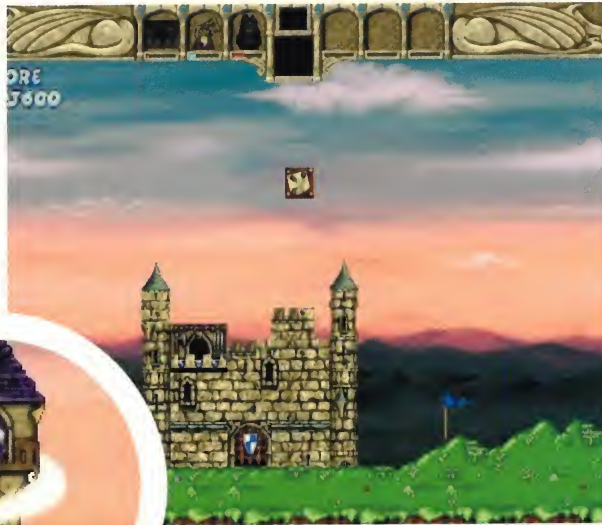
### Tougher Than Tyson

Life's a bitch and Fortris is a battle! You must build a Fortris and then knock the hell out of your rival's, while they try to do the same to you. You have weapons, characters, explosions and spells. You build your fortress as quickly as you can, using bits of buildings – like walls, parapets and towers – which fall from

**IT'S GOT STRATEGY, IT'S GOT PUZZLES, IT REQUIRES DEXTERITY, AND IT'S ARCADE FUN**

the sky. You have to orientate them as they fall, and manic key pressing speeds them up. (These are the same principles as Tetris.) You're on a time limit, but you can get bonus points for particular combinations of blocks. The bonus points energise certain objects that you can select, which introduces a strategy element. These objects are different types of guns, Wizards and other characters. Once the time is up,





battle erupts. The rival fortress starts trying to raze you to the ground, so you've got to destroy them, and try to repair your own castle at the same time. You get some help here, because there's a whole load of characters called Twerps – Grunts, Soldiers, Archers and Medics – who get busy repairing, going on raiding parties and fighting off spells from the Wizards. That's the basis of the game. It sounds confusing but believe me, it ain't.

## Game Progression

There are currently five worlds, and each world is divided into several levels. The game progresses through the different worlds, each of which is set in a specific period in Twerp evolution. There's the Ice Age World, Stone Age, Medieval and Space Age. Each level is

do. Bottom line, nobody understands the game as well as we do, and nobody will be able to do it as well as us, so there's no point in anyone ripping us off."



## EACH LEVEL HAS A WILDLY COOL FORTRIS FOR YOU TO BUILD, WHICH IS ALSO ENORMOUS FUN TO DESTROY

populated with different sorts of Twerps that have different weapons and spells. Each level also has a wildly cool Fortris for you to build, which is also enormous fun to destroy! You can build several buildings in any level – that's up to you. Sometimes it's good tactics to retreat gracefully and start building on a patch of land nearby.

With such a compelling game, my initial thought was that someone would copy the idea before the team had completed it, as they are spending time getting this just right. However, as Promethean explained, "Promethean Designs' policy is to be open about what it's doing, and what it intends to

It's amazing to think that Fortris is actually closely related to Tetris.



# preview

**Publisher** Eidos Interactive  
**Released** June 2000

**Developer** Crystal Dynamics  
**Genre** Racing

## WALT DISNEY WORLD QUEST: MAGICAL RACING TOUR

### watch that acorn!



Walt Disney World Quest: Magical Racing Tour features some crazy power-ups, which can help you destroy the opposition and speed ahead. The most useful are the acorns, which not only protect you from other racers' weapons, but can also be fired at anyone in front of you, ruining their chance of victory. The most amusing pick-up turns all of your opponents into frogs, leaving them hopping mad as you either overtake them or run them over!

Walt Disney World Quest  
MAGICAL RACING TOUR

## BRINGING FOUR-PLAYER KARTING CRAZINESS ONTO THE DREAMCAST



■ Not the best conditions for high-speed racing.



# Walt Disney World Quest: Magical Racing Tour

Get ready for crazy racing antics, Disney style!

Ever since a certain plumber took to the kart track on the Super Nintendo, every format has received its fair share of similar titles trying to capture the magic that made Mario's game such a hit. Now Walt Disney World Quest: Magical Racing Tour takes the racing antics onto the streets of the Florida theme park and brings four-player karting craziness onto the Dreamcast.

The story revolves around Chip and Dale, the clumsy chipmunks. One day, whilst looking around the theme park, the pair discover a mysterious machine which is used to create the Walt Disney World firework displays. Chip foolishly drops his acorns into the machine, which explodes and the pieces are spread around the park. Now it is up to you to get all the parts back together before sunset.

All of the tracks featured here are based on the actual Disney World rides, from the manic rollercoaster thrills of Space Mountain to the spooky chills of

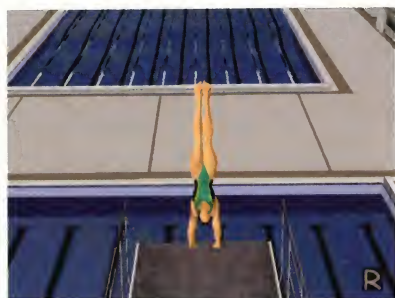
the Haunted Mansion. As well as realistic representations of the attractions, the game also includes the original music, so be prepared to get these tunes stuck in your head!

As well as the cheeky chipmunks, the game also includes Jiminy Cricket and a number of new Disney folk created especially for the game. It also promises mystery unlockable characters, which should increase the longevity of the one-player mode.

With four-player racing exclusively on the Dreamcast version, this should be a game that will provide much amusement, especially with younger players and Disney enthusiasts.



<b>Publisher</b>	Eidos Interactive	<b>Developer</b>	Attention to Detail
<b>Released</b>	August 2000	<b>Genre</b>	Sports



■ Perform some spectacular dives in the swimming events...



**S**ydney 2000 will be the first title of an exclusive six-year agreement with International Sports Media to publish video games under licence from the International Olympic Committee.

This title will showcase every aspect of the Olympic games, with no detail spared to produce the most realistic sports game ever, while keeping the feeling of fun and frantic multiplayer competition.

Sydney 2000 will feature a very comprehensive event listing, including the 100m sprint, 110m hurdles, hammer, javelin, triple jump, high jump, 100m freestyle swimming, Olympic sprint cycling, street shooting, super heavyweight weight lifting, 10m platform diving and kayak K1 slalom.

The graphics also promise to be

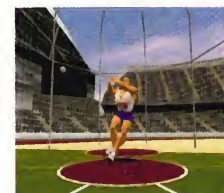
# Sydney 2000

It's the official video game for this year's Olympic Games...

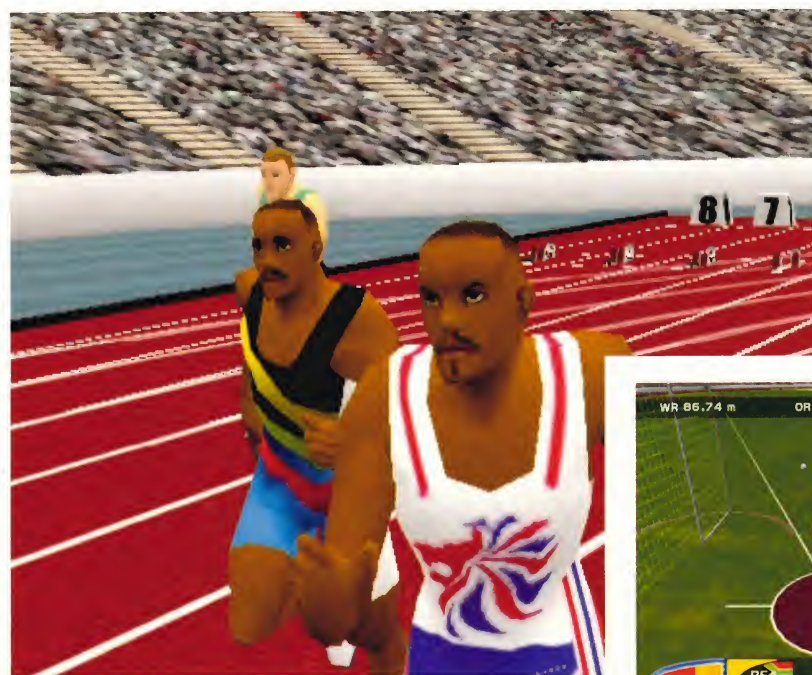
unbelievable, incorporating the latest in motion capture technology, with the moves provided by the athletes themselves, plus there'll be accurate models of all the Olympic facilities.

You'll also have plenty of game modes to compete in, including the

Olympic mode, which enables you to take a team of athletes and train them up, working up through the lower ranking competitions, then ultimately leading them to Olympic Gold. There's also an Arcade mode and Coaching mode.



**THIS TITLE WILL SHOWCASE EVERY ASPECT OF THE OLYMPIC GAMES WITH NO DETAIL SPARED**



■ These guys almost look as though they could be twins.

This will be the first game of its kind for the Dreamcast and Eidos have perfectly timed it to be released in conjunction with the Olympic Games themselves. Sydney 2000 may not appeal to the majority of Dreamcast owners, but if it receives the same kind of reviews that International Track and Field did on the PlayStation, it's bound to do well. There's not long to go before Summer comes around, so you can expect a review from Dreamcast Monthly in the near future.



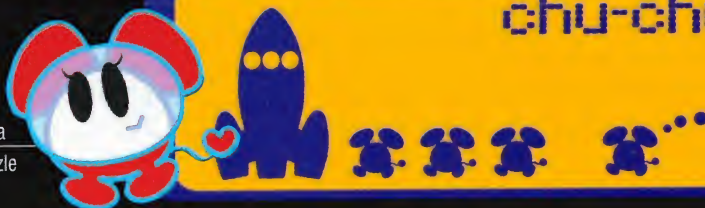
*loading*

# Chu Chu Rocket

At last, after months of speculation, deliberation and irritation, the first online title has arrived. Some may say a puzzle game is a bit lame compared to the likes of Quake, but we say let's just be grateful, shall we?



**Publisher** Sega  
**Released** Out Now  
**Developer** Sega  
**Genre** Puzzle



It's been eight months since the UK launch of the Dreamcast and although there's a first class selection of games available – Crazy Taxi, Power Stone and Soul Calibur to name but three – one area of the machine has remained emptier than a vacuum, that of Internet games. However, that is all about to change with the release of Sega's first online game, Chu Chu Rocket, a title that's to be joined by more multiplayer games in the very near future. Let's log on and find out what's in store for us.

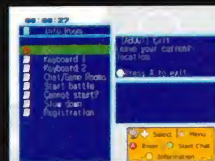
Chu Chu Rocket is a top-down cat and mouse chase game, based around various mazes. At the same time as being a multiplayer game, it's also a stand-alone product, but we'll come to that a bit further down the page. Up to four contestants can play and each is given a colour to control (red, yellow, blue or green). Basically, the objective is to guide as many mice as possible into your coloured rocket before the timer counts down. Prowling around the maze are cats that need to be diverted away from your rocket.



## IF YOU'RE A FAN OF PUZZLE GAMES THEN THIS IS RIGHT UP YOUR STREET

otherwise they'll eat some of the mice you've managed to capture – diverting hungry felines to your opponents' rockets is a good tactic. The first to win two games is the overall winner, which, with four players, means a maximum of five three-minute rounds per match. Fifteen minutes of game time may not seem much but there's more to this game than immediately meets the eye.

So, you guide mice to your rocket and cats to the other players', but how? By laying arrows, that's how! The mice emerge from four turrets grouped in the middle of the playing area and by placing an arrow of your



### CHU CHU ROCKET

## here kitty, kitty

What about the cats, I hear you ask? Cats chase mice but, contrary to common belief and of some small consolation to rodents, they don't eat them; they simply kill them and move on. In Chu Chu Rocket however, the cats do eat mice and very gluttonous they are too. Any cat finding its way into your rocket eats a whopping third of your mice, which is devastating if you happen to be leading. This is where a bit of strategy comes into play: if you see a cat, lay some arrows directing him to another rocket. Even though it may mean your opponent gains a few extra mice, the fact that you've sent a cat there means 70 gets deducted from his score. These cats emerge at regular intervals and are enough of a nuisance to make you think about your game.



There are enough modes to keep a single player amused for weeks.

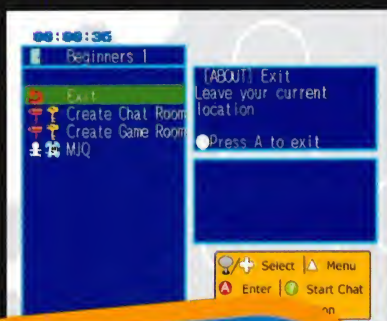
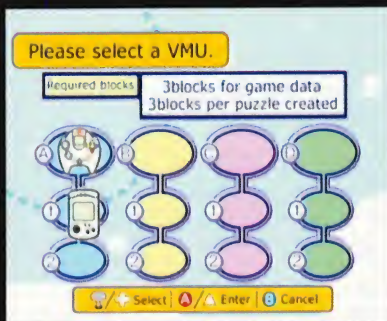
## CHU CHU ROCKET

### extra modes

Chu Chu Rocket will retail at £29.99 which, considering there is also a section called Stage Challenge, seems very reasonable. This section includes sub-sections such as Get Mice, Run-Away, LunchTime, 100 Mice, Cat Soccer and fourteen others. None of these link directly to the main game, being mini-games that can be played in any order and so could be used as a training mode. These games give you a number of mice that need to be saved before the nasty cat catches them. You're given direction arrows that can only be used once, so you need to utilise walls – your mice bounce off these to another route – but if you don't plan things correctly, they could end up running up and down the same path. Fortunately, if you feel you're going to lose, you can restart the game.



## CHU CHU ROCKET IS A TOP-DOWN CAT AND MOUSE CHASE GAME



colour, any mice running onto that square will change direction and head the way of the arrow, and hopefully into your rocket. There are some caveats here, though. Each player can only have three arrows showing at any one time. If you place a fourth, the first one will disappear, as will the rest after a short time. The arrow direction corresponds to the four colour buttons on the control pad: up, left, down and right. Don't worry about another player taking your arrowed square, as only one player can be on a square at any one time, but they could place one directly next to yours, sending the mice off somewhere else. For each mouse captured you gain a point, whilst the bonus mice are worth a generous 50 points – a 50+ over their heads signifies which ones these are. If you manage to grab any of these your score soon mounts up, a figure shown at the bottom of the screen



alongside the other players' tallies. Whoever has the most mice after three minutes can gloat, as his rocket takes to the skies.

### Chu Chu Crazy

Intermittently emerging from the turrets are mice with a '?' above them. Capture any of these and a roulette wheel appears, spinning to a halt on one of eight faces. Speed Up makes everything move at the speed of Billy Whizz (ask your Dad!), whilst Slow Down is the complete opposite. Next is Change Position, which frustratingly swaps the position of each player's rocket. Mouse Monopoly gives the player who collected the '?' all the mice for a short period, whilst Mouse Mania sends hundreds of mice onto the screen, causing your score to appreciate at a satisfying rate. Clear



■ Better think and act fast if you want to beat your competitors...





CHU CHU ROCKET

## a quick chat with mark hartley, sega uk marketing manager



**MARK:** After logging on and selecting the Chu Chu Rocket site, it's a simple process of either choosing someone else wanting a game or starting your own room. You can open a room, give it a password and wait for others to join in. You have to give them the password to enter the room by sending a message. There's also a chat room available to talk to anyone else. You can't chat while you're playing but you'll be

able to whisper to individual players.

**DCM:** What if some players don't have a keyboard?

**MARK:** There is an on-screen keyboard accessed by moving your pointer over the letters. We also have some ready-made messages that only require a single click – things like 'Want to play?', 'I'm ready', etc. There is a profanities editor built in to stop naughty words going through, because Chu Chu Rocket is a fun game and you won't know who's on the receiving end.

**DCM:** Was the 'six billion players' claim simply fancy marketing?

**MARK:** We could have explained things better. It's an evolutionary process and Dreamcast has legs for at least five years. We have delivered our promise from the first day. We offer free Internet access, plus free e-mail on your TV via a console costing less than £200. We're the first pan-European free ISP, although it's not our core business. We've pioneered technology that is bound to become industry standard in the future. We created Dream Arena, a custom site for consumers that offers news, reviews, competitions and stuff you can't get elsewhere. We could have done a better job in managing

people's expectations from day one but we have delivered our promise. We continue to evolve and there isn't a competitor that can compete with what we're offering until well into next year.

**DCM:** Any exciting games for the future?

**MARK:** Black & White, Quake 3 and Fantasy Star online are being shown in Japan now. On our Dreamcast Europe and Sega Europe sites and Dream Arena there are simple games that lead up to the first full multiplayer online games. In America it's been made known that there will be games where a PC player can compete with Dreamcast players online, a prospect that will hopefully be made world-wide.

**DCM:** How do you test the game?

**MARK:** At the moment we have over a hundred testers here and in our Spanish, French and German offices. We're testing to see if the network is stable, which it's proving to be. The only thing that will slow the speed is the quality of an individual connection.

**DCM:** Will you be able to play against Japan or the USA?

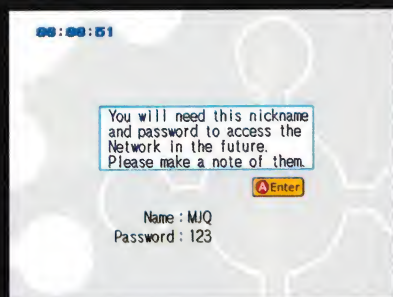
**MARK:** We're launching a pan-European network. Whether we'll be able to play against those countries depends on testing. It will be a bonus if it happens. You will be able to play against other European countries, although the text messages will be in their own language.

**DCM:** Is the modem in the Dreamcast fast enough at 33.6kps?

**MARK:** The modem is suited to the custom network built with Sega's partner, British Telecom. It's not about speed of modem; it's about bandwidth and the 33.6 more than supports Sega's online gaming needs.

Arrows does exactly what it suggests. Cat Mania makes the whole area overrun with cats (with not a mouse in sight) and Cat Attack also brings more felines out from the turrets, but leaves you mice to capture. The stand-alone version plays exactly the same as the multiplayer one, but the other three players become computer-controlled.

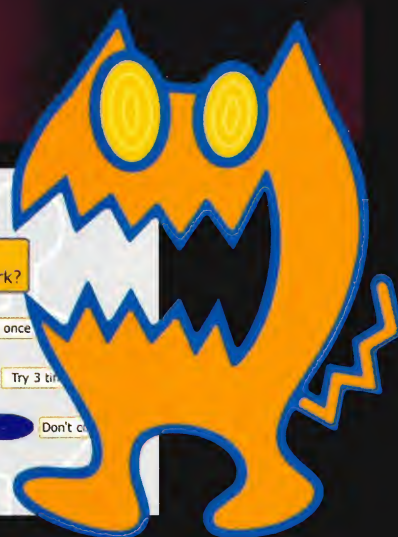
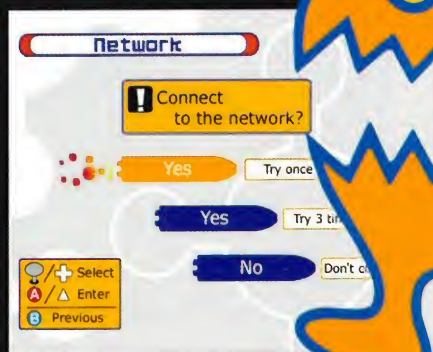
Chu Chu Rocket is certainly fast and furious, infuriatingly so at times, and it's one of those games that is far better with other human players, if only because the computer often comes out on top. If you're a fan of puzzle games, and multiplayer ones at that, then Chu Chu Rocket is right up your street.



**DCM:** Why lead with Chu Chu Rocket and not Quake?

**MARK:** People associate online gaming with Quake and Unreal, which tend to be played on very high spec PCs in offices. The truth is that more people have played Trivial Pursuit and Noughts and Crosses on the Internet. If we launched with Quake, the fans of that game would love it but it wouldn't bring in any new players. Really it's a stage where we have to educate people as to what online gaming actually is. Chu Chu Rocket is the first and then the likes of DD Planet, RPGs and annihilation games follow. Chu Chu Rocket will be £29.99, because we want people to experience online gaming and we're prepared to back that with money.

**DCM:** How does a player get to join in?



**THIS GAME'S CERTAINLY FAST AND FURIOUS, INFURIATINGLY SO AT TIMES**

<b>Publisher</b>	Crave	<b>Developer</b>	Genki
<b>Released</b>	Q3 2000	<b>Genre</b>	Platform Adventure

# Super Magnetic



SUPER MAGNETIC NEO

take a  
challenge



As an extra mode, Crave have included Challenge, which could also be used as a practice mode, if you wanted. You're given a short time limit to complete a kind of assault course, which basically involves you using all Neo's moves: jumping, the turbo run, the polar pop and polar pull. You'll start off with just kid's stuff for the first few challenges, but then it gets a bit harder. You can save your progress, so the next time you pick up and play you'll be able to start where you left off.

# Neo

Get sucked in with this simply magnetic platformer...



■ You must negotiate your way around the flower pots extra carefully...



**P**ao Pao Park, a vast and wondrous amusement park, has fallen under the control of Pinki and her evil gang. Pinki, a two-year-old girl who rides around in a floating pink rubber ducky, has rigged the entire park with magnetic contraptions, installed evil robots and set all of her menacing monsters on the loose. Now it's Neo's job to put things back to normal.

You start the adventure on the first world, The Jungle. There are four worlds in total, with another four levels on each and then a boss to kill before you can move on.

Neo himself has the skills required to deal with all the magnetic contraptions that have been put in place by Pinki and her rubber ducky. Littered throughout the park are swings which can transport Neo over obstacles like holes or electric pathways. All he has to do is jump and use either his polar pop or polar pull, which are signified by either a green or red shield which surrounds him. It's all about timing though, as if you jump and then don't press the appropriate polar button quick enough you may end up falling into a trap.



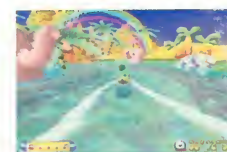
**ALTHOUGH IT LOOKS KIDDIE IN APPEARANCE WITH ITS CARTOON STYLE GRAPHICS, IT DOES BECOME QUITE DIFFICULT AS YOU PROGRESS**



■ Use your magnetic powers to turn the enemies into useful explosive boxes.



■ Jump and grab hold of the ring to transport yourself over dangerous obstacles...



## Cartoon Action

The gameplay is reminiscent of the Crash Bandicoot games for the PlayStation. For example, there are loads of items to pick up and monsters to kill, and on occasions the action will be sideways-scrolling. There's always an end of level boss to beat as well, before you can move onto the next world. But the most obvious similarity is a level in the second world where

Neo has to jump onto a bike and steer round loads of obstacles – a lot like Crash's sister, Coco, has to do.

There are plenty of enemies to avoid, the funniest being the little red guys who blow out steam from their noses through sheer frustration when you repel them. If you use your polar pull, the enemies will disappear into a box, which you can then throw, either at other enemies or to knock down walls.

This game's aimed at both kids and us grown ups, we reckon, because although it looks kiddie in appearance, with its cartoon style graphics, it does become quite difficult as you progress.

Super Magnetic Neo looks pretty close to completion as it is, so it won't be too long before you can expect a review. This looks like a title to keep a close eye on.



## THIS LOOKS LIKE A TITLE TO KEEP A CLOSE EYE ON



■ This level brings back memories of Pen Pen, as Neo slides along the snow...



# Vanishing Point

Pure arcade racing action...



■ These screens are very early indeed. Expect a huge leap in resolution and detail soon.



## VANISHING POINT BOASTS ARCADE STYLE VISUALS WITH REALISTIC CRASH DYNAMICS



**N**ot to be confused with the film of the same name, this is a racing game full of action, thrills, spills and great cars. It features action that other games have yet to get right and some stunt racing, which is something else. A UK developed title, the game has a host of selling features, not least its look, which is as sharp as you can get. All of the cars in the game – and there are over 30 of the slickest cars money could buy – have been modelled and faithfully created.

Although this is a racing experience, it is the expertise behind the game that could make this a real humdinger. Photo-realistic FMV has been blended into the game to give added excitement, plus there's day and night driving.

A lot of games suffer from pop-up, which is where buildings or objects appear from nowhere as you are driving, but within VP everything glides into the scenarios and looks like the real thing.

As well as the range of cars, there are oodles of game modes, including single race, time trial, rally, 32 different tournaments, knock out, winner stays in and a few more surprises – and believe us, there are some that really capture the imagination. The game also encompasses fully-integrated traffic systems, so the other cars will be driving properly. Pure driving, slalom racing, tricks, flips, barrel rolls, missions – you name it, VP has it.

Vanishing Point, which boasts arcade style visuals with realistic crash dynamics, is indeed one to look out for. We shall be looking into this in more depth shortly!



<b>Publisher</b>	Ubi Soft	<b>Developer</b>	Westka Entertainment
<b>Released</b>	TBA	<b>Genre</b>	RPG

# Arcatera: The Dark Brotherhood

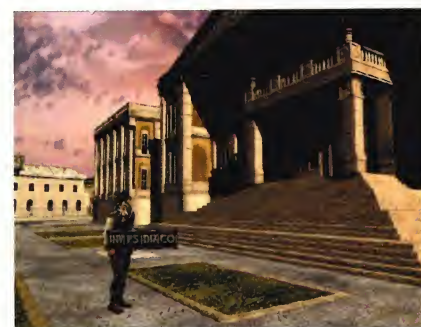
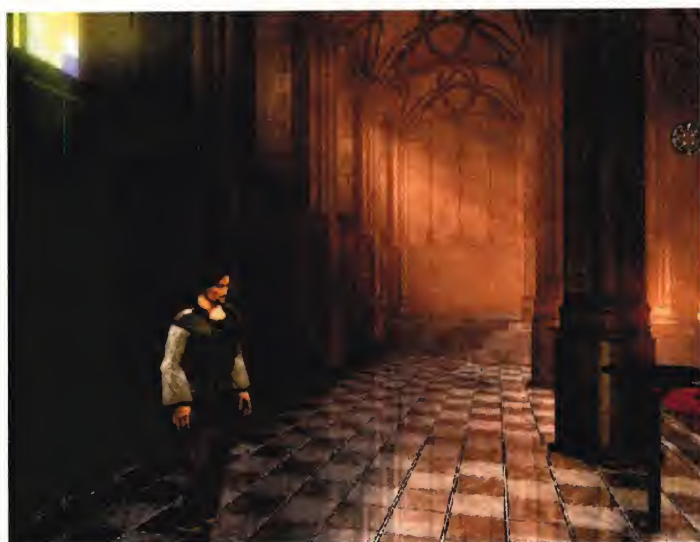
Looking for a totally immersive RPG experience? Step this way...

**ARCATERA:  
THE DARK  
BROTHERHOOD**

**ray of light**



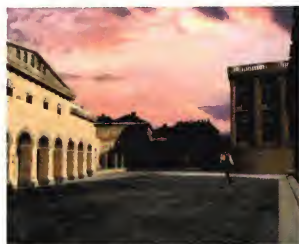
As well as boasting some seriously impressive graphics, Arcatera also features some realistic lighting, which varies depending upon the time of day. There are effects when you perform magic spells, as well as some huge explosions when the battles are raging.



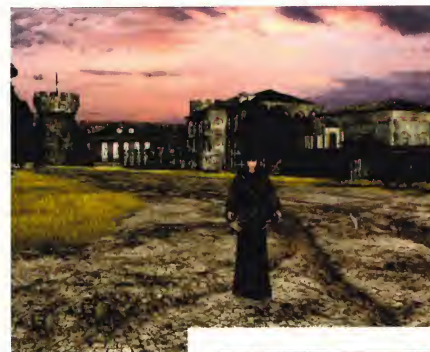
**A**rcatera places you in the shoes of a detective – it's up to you to stop a satanic cult from continuing their murderous ways. The game is a mix of puzzle solving and RPG, and will also provide thrills similar to games such as Resident Evil.

Whilst the game will feature traditional environments and characters, the way in which you interact with those around you promises to be more complex and involved than most games. All the different inhabitants have their own lives and personalities and they remember how you have acted against them. They have memory, communicate with each other and all have their own fears about such troubles as the supply of food or the spread of disease. Whilst some of these people can be controlled by clicking on them and telling them what to do, others are completely independent, adding much depth to the

**AN EXPERIENCE THAT WILL REALLY SHOW WHAT THE DREAMCAST IS CAPABLE OF**



■ The background detail is stunning.



story. (The game boasts 120 characters in all, as well as 100 environments!)

Arcatera is a non-linear experience, so every player will have their own unique adventure, leading to one of ten different endings. Your choices along the way will determine the outcome and you can create a team of up to four characters to

aid you, each of which will have their own strengths and powers, as well as specific weaknesses.

Arcatera: The Dark Brotherhood should be an experience that will really show what the Dreamcast is capable of and adventure fans should watch out for this one soon.



■ Others live their lives around you.

<b>Publisher</b>	Virgin Interactive	<b>Developer</b>	Capcom
<b>Released</b>	TBA	<b>Genre</b>	Survival Horror

# Dino Crisis

Gaming turns full-on prehistoric as the human race battles against creatures of the Jurassic era...



**W**e can hear the moans and groans already. Yes, this is another PlayStation conversion and you're probably right to wonder why there's such an influx of them at the moment — it seems like we haven't reviewed or previewed a game for ages that's completely unique to Dreamcast. But you never know, we might be pleasantly surprised with the arrival of *Dino Crisis*, which is due for release on the PC and the Dreamcast, it could have some exclusive hidden extras (or not).

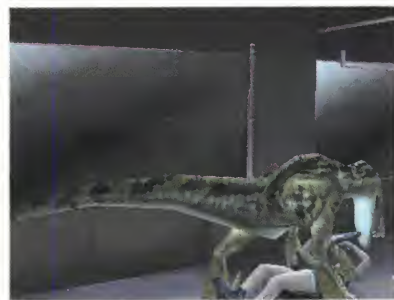
*Dino Crisis* uses the same stunning visual style that we've seen in the acclaimed *Resident Evil* series, though

it'll have to go a long way to compete with *Code Veronica*, we think you'll agree. Basically, the story revolves around reports of unauthorised research within an apparently abandoned military science unit. News has been heard of some strange goings-on, including the disappearance of some people. The base was previously the site of a top-secret experiment that was terminated following the mysterious death of its lead scientist. The government acts, sending in an infiltration team to investigate.

## Bloodbath

You play Regina, who's part of the team sent in. On arrival at the base the team finds it deserted, save for a few lifeless torsos and litres of blood splurged all over the place.

You're basically thrown headfirst into an environment filled with intelligent and cunning reptiles and tortuous puzzles. Danger and traps



**THE ANIMATION AND BEHAVIOUR OF THE DINOSAURS IS REMARKABLE, WITH THE COMBAT SCENES BEING PRETTY DARN GRUESOME**



■ It's like a scene out of *Jurassic Park* — cornered by a raptor...

## talk about prehistoric



We had a quick chat with Shinji Mikami, the creator of both *Dino Crisis* and *Resident Evil*:

**Will there be as much gore in *Dino Crisis* as there was in *Resident Evil*?**

It won't be as heavy as *Resident Evil*, but more cultish and more panic, so you always have a panic line rather than a horror line.

**How much effort has gone into making the dinosaurs act and behave as if they were real?**

As we didn't know how fast all the dinosaurs actually moved, we actually used our own imagination. Each dinosaur in the game has its own special abilities.

**How much of a part did *Jurassic Park* play when creating *Dino Crisis*?**

Yes, I very much enjoyed the *Jurassic Park* movies, so I did gain very strong influences from the movie.



## YOU'RE THROWN HEADFIRST INTO AN ENVIRONMENT FILLED WITH INTELLIGENT AND CUNNING REPTILES AND TORTUOUS PUZZLES

system to bring a cinematic feel to the proceedings. The whole bundle is very *Res Evil*, although the PlayStation version was a bit of a slow starter apparently.

But it's the animation and behaviour of the dinosaurs that's so remarkable in this title, with the combat scenes being pretty darn gruesome too. We're well on course to be fixed to our seats in terror (or maybe not).

With all this, together with a twisting plot, a fully interactive supporting cast and reptilian monsters to rival those of *Jurassic Park*, Capcom are set to draw us into one hell of an engrossing adventure. There's no doubt it will achieve the same success it found on the lowly PlayStation.



lurk expectantly around every corner, and only by surviving a continuing series of encounters and solving many puzzles will you stand a chance of ending the menace.

From the looks of it, *Dino Crisis* will feature an unrivalled level of detail – every room and area in the game is intricately designed. Apparently Capcom have refined *Resident Evil*'s atmospheric camera



■ Be prepared to be scared to death as you get up close and personal to some bad breath.

Publisher Activision Developer Lucas Arts  
Released June 2000 Genre Racing

# Star Wars Episode 1: Racer

Arguably the greatest scene in Star Wars history gets the Dreamcast treatment...



## STAR WARS EPISODE 1: RACER

### pod upgrades

There are six main areas in which your Pod can be upgraded. Earning top positions in races will get you your upgrades, helping to top up your Pod and stay ahead of the competition. Each Pod has its own characteristics, so selecting a good Pod to begin with is still important. You can tweak traction, tuning ability, acceleration, top speed, air brakes and the cooling of your engines. The last thing you want is for your jet engines to burn out mid-way through a race!



**T**hinking about it, it must be one of the single most famous scenes in the near 25 years Star Wars has been around – otherwise why would they bother making a game about it? Anyway, the game is based entirely around the Pod Racers featured in Star Wars Episode 1: Phantom Menace. The game isn't limited to the single win Anakin Skywalker earned on the Tatooine Circuit in the Boonta Eve Classic, there are 21 courses through 8 worlds in the Star Wars galaxy. You can race as Anakin, his nasty arch-rival Sebulba and up to 20 other weird and wonderful alien characters for some single race action, or take part in the Galactic Circuit Mode for a championship challenge that allows you to upgrade and customise your Pod as you go.



Three early wins will stand you in good stead later on.

# STAR WARS EPISODE I RACER

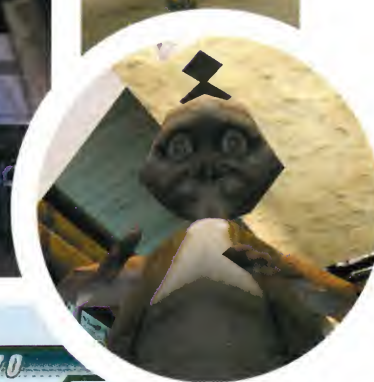
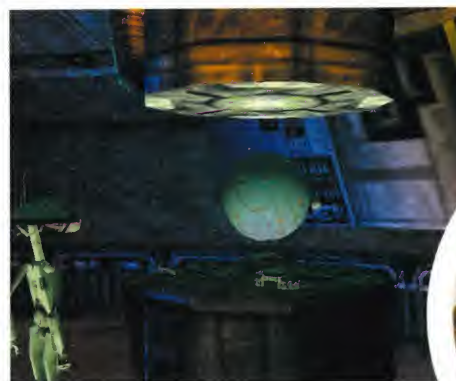


Although the game was first released on the N64 a little while ago, followed by the PC, the Dreamcast version of the game will be the first console version to feature excellent high resolution graphics. For those of you unfamiliar with Pod Racing, your Pod is connected to two huge jet engines in front of you by 15 feet of cables. You'll be achieving simulated speeds of up to 600 miles per hour, while floating barely 4 feet above the

terrain. If that wasn't hair-raising enough, all tracks feature deadly hazards, each totally unique to your location. You'll be dodging rocks in meteorite showers, making split second course changes to avoid lava flows and steering clear of a deadly lake of methane.

If you're serious about winning at all costs, you'll be interested to hear that each course also features a wide variety of shortcuts and multiple routes to keep you ahead of the pack.

We were actually hoping to get our hands on review code for Star Wars this month but it's been held back, along with Activision's Toy Story 2, although a half-decent explanation was sadly missing. We have, however, been promised review code for this next issue – fingers crossed...



## THERE ARE 21 COURSES THROUGH 8 WORLDS IN THE STAR WARS GALAXY



■ Nose to tail racing at nearly 400 mph. It's buttock clenching stuff!

# loading

# Silver

It seems like everyone's trying to put a new twist on the old RPG formula but as yet nothing's come quite so close to being unique as Shenmue. However, Infogrames have given it a good go with this new title...



<b>Publisher</b>	Infogrames	<b>Developer</b>	Spiral
<b>Released</b>	30th June 2000	<b>Genre</b>	RPG



**W**e previewed Silver last issue but this month we've managed to play the preview code of this new RPG, and it's even inspired Claire enough not to give up hope that something a lot better than the likes of Evolution is just around the corner for the Dreamcast. A decent title of this genre has yet to appear on Sega's console and no doubt RPG fans are close to giving up hope, but fear not – wizardry, war and weirdness are close at hand in Silver.

And behind every RPG is a good solid storyline – or not, as the case may be. Let's face it, publishers don't seem to want to overstretch their imaginations when it comes to dreaming up a plot. Usually they just involve a gang of rebels who want to overthrow an evil force of some kind, and we're afraid Silver doesn't deviate from that old tried and tested formula.

In a nutshell, an evil sorcerer, aptly named Silver, rules the magical land of Jarrah (well, at least it used to be magical, anyway). It immediately comes to light that Silver is a bit of a pervert, as he sends his right-hand man into the town to gather all of the wives onto a ship and deliver them to him, so he can pick one for his own. You

play the role of a wannabe hero, David, whose wife is captured by the bad guys and becomes part of the shipment.

Well, of course, David's a trifle unhappy about the whole situation and vows to rescue his loved one and all the townsmen's wives, as well as to take on and destroy Silver himself.

To be successful in his quest David has to master eight magical orbs that will allow him to summon the forces of fire, ice, life, lightning, earth, acid, time and light – only then will he be able to stand a chance against Silver's sorcery.

### On Your Travels

There's certainly not going to be any shortage of areas to explore, and how lavishly detailed they look too. Haven

**PUBLISHERS DON'T SEEM TO WANT TO OVERSTRETCH THEIR IMAGINATION WHEN IT COMES TO DREAMING UP A PLOT**



SILVER

## tactical training

The first thing you'll find yourself doing as David is a small amount of training. As you arrive at your house Grandad challenges you to show him your swordsmanship. Once you've collected your short sword from inside the house you start your training. Now this is where you'll start to notice that this isn't your usual droll, turn-based battle sequence – you actually get to fight in real time 3D.

Grandad demonstrates and talks you through the moves. Basically, battle involves you holding down the left trigger button and at the same time pulling up, down, left or right on the analogue stick to perform the various moves. It doesn't exactly make for any explosive action but hey, who's complaining. There's also a defensive move to master (not that it's that difficult).

Whilst holding down the RIGHT TRIGGER button, press the B button.

Whilst holding down the RIGHT TRIGGER button, move the thumb pad DOWN.

Hold a button, repeat it five times. All that's left to do is to learn.

Whilst holding down the RIGHT TRIGGER button, move the thumb pad RIGHT.

Whilst holding down the RIGHT TRIGGER button, move the thumb pad UP.



■ So who dares cross the drawbridge? Who's betting the bloody thing collapses?!

## SILVER

### the inventory



Pressing B opens up your inventory. You only start off with a small number of things, but as soon as you start your adventure you'll find yourself picking up all sorts of items, from food to catapults. As you press B, move the analogue stick to the appropriate section of the hexagonal shaped menu and then press A to select what kind of item you wish to use – for example, armour, food or spells – then you have to press A again to select the specific item. The only problem with this lengthy process is it takes a long time to choose what you want and if you're in the midst of a difficult battle and need a nice refreshing apple to replenish your health, you're going to be a sitting target as you go through the process.

is just one of the many lands of Jarrah: it's supposed to be a very peaceful place and there's no sign of evil there. It's guarded by gigantic rock sentinels at the entrances, who will kill anyone who attempts to enter. Verdante is another of these tranquil lands, filled with forests and swamps. Silver's stepdaughter owns another of the lands you'll have to venture into, Glass; it's snowy and filled with ice caverns. Not so peaceful is the land of Deadgate, a place where murdered and tortured souls spend their eternity. Its landscape is inhabited by roaming ghosts, and skeletons litter the ground. Silver himself rules the land of Metalon, where high walls of metal guard the streets and below the surface canals of blood run through the city. And finally, you'll venture into the city of Athro, which is ruled by the Dead



Queen. The architecture has a very twisted and organic look – you'll see what we mean.

In the preview version we played all of the different lands we came across looked stunningly detailed and colourful, a welcome sight compared to RPGs of the past.

### Changing Character

Silver will feature over 50 different characters, each with their own unique attributes. However, out of those 50 only a small number of them can be recruited as allies to help you on your journey to rescue David's wife. Some of them include Sekune, a master of archery, Chiaro, a magical wizard and Cagen, a skilled martial artist. All of the other remaining characters are there for you to interact with, with the clues



**SILVER WILL FEATURE OVER 50 DIFFERENT CHARACTERS, EACH WITH THEIR OWN UNIQUE ATTRIBUTES**

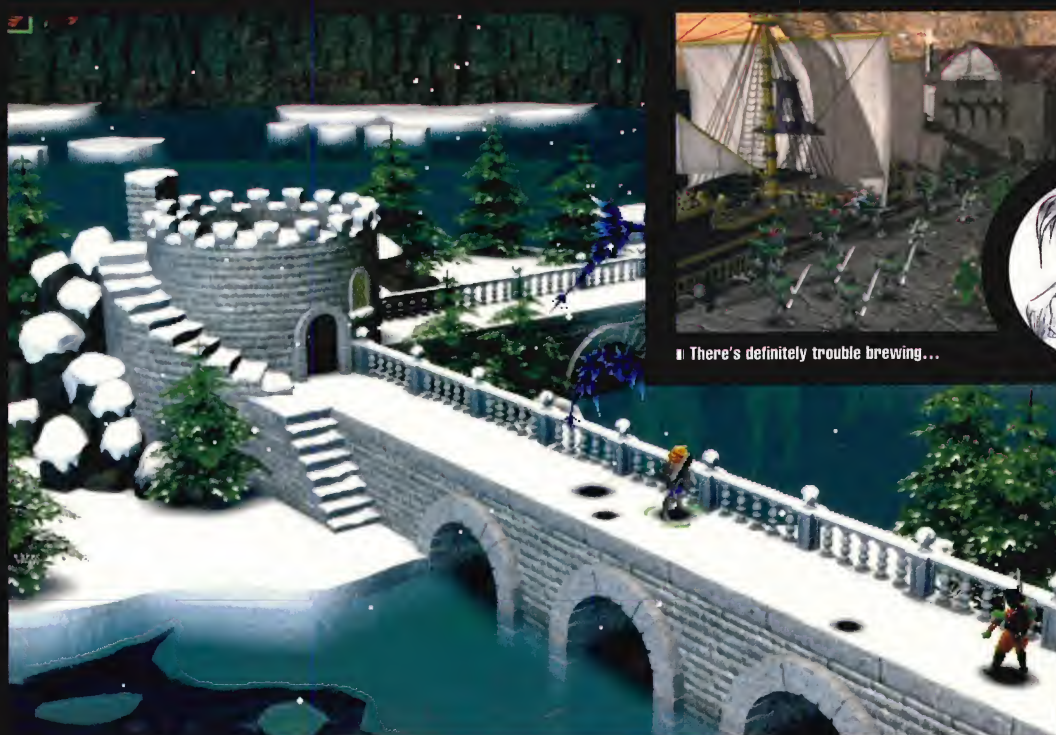
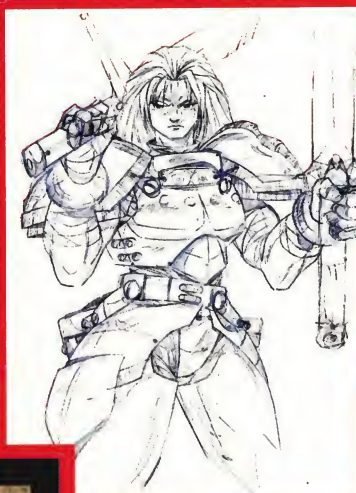
you're given and plot progression dependent on which ones you talk to.

Role playing games are renowned for their cheesy dialogue and the annoying quantity of scrolling text on screen. This is one element that Infogrames has thankfully combated, by giving you the option to choose whether you want to just see text, hear the words themselves, or both. Given the choice we would go for just hearing the characters rather

## SILVER

### inspiration

It's always interesting to see early concept designs of the characters to see how close they are to their in-game counterparts. Cast your eye over these and see what you reckon.

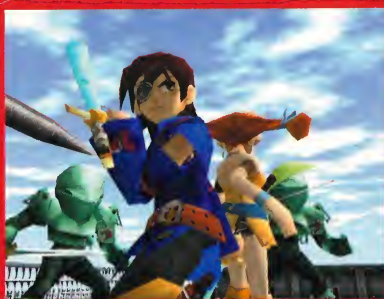


There's definitely trouble brewing...

# rpgs past and present

One genre the Dreamcast has been sadly lacking in so far is RPGs. The only one currently on the shelves at the moment is Evolution: The World of Sacred Device, which unfortunately is considered to be a bit lame considering the Dreamcast's capabilities. But it's not just Silver that's in the pipeline, there's Shenmue of course and you don't need us to tell you about that.

Sega's currently developing Eternal Arcadia, which is basically about a bunch of pirates battling in airships but it's still not known when they are planning to release it. So, it still looks like there's a bit of a drought for now. Perhaps it's because publishers want to do something a little more special than a simple RPG – your guess is as good as ours.



**LUCKILY THERE'S NOT A GREAT AMOUNT OF TALKING INVOLVED, SO YOU DON'T HAVE TO SIT THROUGH CUT SCENE AFTER CUT SCENE**

than having to put yourself through the tedious task of pressing the A button at the appropriate moments. As for the speech itself, well, it is a little on the cheesy side, though it is funny in places, and luckily there's not a great amount of talking involved, so you don't have to sit through cut scene after cut scene.

## Wacky Weapons

One thing players of Silver will be grateful for is the huge array of weaponry to collect along the way. There are 16 different types to find, both short and long-range, including swords, daggers, axes and catapults, and they're not all used in the same way. For instance, if you want to kill an

awkward enemy that's attacking you from above, you can use your catapult by first aiming your shot until he's encircled by a coloured ring and then simply pressing the attack button to see him off – simple yet effective.

Silver will be like a welcome guest at an otherwise dull RPG party when it's released at the end of June. It's already found fame on the PC and since the Dreamcast version is a direct port, there's no reason why it shouldn't be just as successful. Hopefully we'll have a full review for you next issue.



■ "I'll take the barrels, you take the chests..."





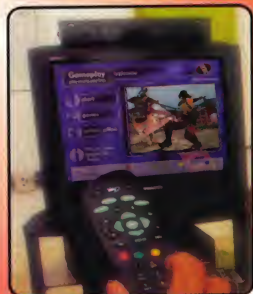
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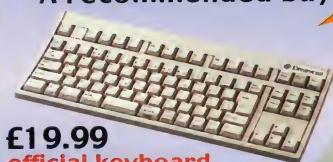
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## DASTARDLY AND MUTTLEY

These are the pair that you will probably be most familiar with from the television show – Muttley impressions can still be heard in offices all over the world. They are the Holy Grail of Wacky Races and must be unlocked late in the game. This may take some time...



**R**ecently, the genre of choice for a lot of software companies seems to be the cute kart racing game, where instead of the usual serious racing atmosphere and realistic vehicles, you

have crazy cartoon competitors battling it out over insane terrain. The genre gives developers the chance to let their imaginations run wild, or to just be lazy and hide behind a decent licence.

Infogrames seem to have opted for the former with their entry to the genre, based on the classic cartoon Wacky Races. The cartoon is famous for both the plucky heroine, Penelope Pitstop, and the clumsy villainous team of Dastardly and Muttley, the duo who normally ended the show in a ball of smoke, having once again failed to execute their nasty plans. The game is likely to be welcomed with open arms by the children of Generation X everywhere, but what will the pixelated version of the show have to offer?

The first thing that should be noted is that whilst Wacky Races is being released on the Sony PlayStation, Nintendo's Game Boy Color and Sega's machine, the Dreamcast title will be a different game to the other versions.

This is instantly noticeable when looking at the impressive visuals, which hit

you as soon as the title screen appears. The game has not been cobbled together to cash in on the characters either, the team responsible were already hard at work on a kart racer when the Wacky Races licence came their way.

**The variety of the tracks and plethora of short cuts and alternate routes will keep you plugging away for a long time**

## Heyyyylp!

Everyone no doubt remembers some of the icons from the television show and the game has not left any out, providing an experience as close as possible to the original. Although all of the vehicles are included, not all of these are instantly accessible; some can only be brought into play when you have successfully gained victories in events.

One of the criticisms often levelled at a game of this kind is that it is more suited to the younger player and does not include much of a

challenge for the older player. Wacky Races hopes to avoid this with the inclusion of various modes and ideas. As well as simple racing challenges there are also battle arenas, racing leagues and rounds where various objects must be collected. When you first start

playing, you drive towards any of the arenas and then these open up to reveal a number of competitions within, with the learning curve becoming steeper as your experience increases. You also have control over how your kart handles, rather than being tied to a simplistic handling method. Wacky Races gives you a choice of two different styles. You can choose from 'Kart' and 'Advanced' modes. The Kart option handles in a similar fashion to

Driving games are going wacky as the classic cartoon of vehicular chaos is transformed into a video game.

# WACKY





But does it involve catching a pigeon? Kendall Lacey finds out...

# RACERS



If the initial promise of Wacky Races is fulfilled and the whole game is as good as the levels we've seen, it should be a title worth looking out for



■ The Ant Hill Mob shoot past the cave dwellers.

other cartoon racers on the market, whereas 'Advanced' mode is much more realistic. In this mode your kart reacts to the environment and so you will have to learn how to use the accelerator and the brake properly in order to achieve first place. Whereas in the 'Kart' mode you will have a slide option, this will not be accessible in the 'Advanced' mode – instead you will have to get used to utilising the handbrake!

## Wacky Terrain

The course designs in Wacky Races are extremely open, as there is great emphasis on exploration. Whilst you can succeed by merely racing for the lead and crossing the finish line first, you're advised to leave the path on numerous occasions, as there are lots of tokens and bonuses to be earned around the

environment. Also there are a great number of short cuts and alternative routes available, rather than just a single way to get from A to B. Some of the short cuts are incredibly sneaky and give you a chance to quickly advance up the ranks. Sometimes by being more daring you can discover ways of winning that you may not have thought of. For example, in many games you're taught to avoid the water hazards but here you can ignore that and just drive straight through the water, often coming out in front of those drivers who stuck to the road! All the vehicles react differently, so the emphasis is on experimentation. Often you'll discover your kart has special powers, which can only be taken advantage of when you have collected a decent number of tokens.

The gadgets available are one of the highlights of Wacky Races, as instead of having one set of generic weapons which are utilised by all the competitors, each racer has their own wacky add-ons, all of which are relevant to their personalities. At the start of the game, the player can choose three of these abilities, which can then be accessed with a single button.



These can range from the gun the Ant Hill Mob acquire, to the more amusing scene where the Slog Brothers crazy Boulder Mobile is given the power of flight by a pterodactyl! The Creepy Coupe, driven by The Gruesome Twosome, uses staples of the horror genre as bonus pick-ups. Instead of a regular shield, a dark ominous rain cloud surrounds the car and instead of a normal speed booster, a dragon appears to allow the vehicle to fly forwards at fast pace. The most useful pick-up in a game of this kind is an obstacle which can be dropped in the centre of the road to catch out the unsuspecting and fast

## THE GRUESOME TWOSOME

My personal favourite team, The Gruesome Twosome. Looking like rejects from The Addams Family, they have some devastating weapons and also a brilliantly designed kart, featuring a tower which sways violently as they go around sharp bends.



## SARGEANT BLAST

Obviously, being an army man, the Sarge should be a dab hand at annihilating the enemy with all manner of secret weapons usually found on the battlefields of the world. His vehicle is very heavy, so although you won't be able to get away to a fast start, it will grip the road like a limpet and prove very reliable in the long run.





**The game is likely to be welcomed with open arms by the children of Generation X everywhere**

## THE SLAG BROTHERS

These two prehistoric fellows have a rather basic looking vehicle but some nifty weapons. Strangely, both these young men look rather like Captain Caveman, I can only presume everybody looked the same in those days.



approaching competitors – The Gruesome Twosome use pumpkins to slow the others down. Each race will turn out differently, as even though you can pick up and store a large number of different abilities, in one race you can only access three of them, so tactics come into play as you decide which to unleash on the blissfully unaware enemy.

Infogrames promise an impressive 66 different abilities to be collected throughout Wacky Races, so obviously you won't be unlocking all the game secrets quickly. Instead, the variety of the tracks and the plethora of short cuts and alternate routes should keep you plugging away for a long time.

Out of the abilities that we have witnessed so far, the best seems to be Penelope Pitstop's speed boost, which is provided by a giant hairdryer!

## Just Like On TV

One of the most memorable aspects of the television show was that you were made to feel you were watching an authentic sporting event, albeit it a

rather ridiculous one, and this was enhanced by the amusing commentator following the action. The game keeps this alive, with soundbites throughout, changing depending on your situation. You can also expect the usual taunts and insults from the various characters as they take the lead or make a wrong turn.

If the initial promise of Wacky Races is fulfilled and the whole game is as good as the levels that we have seen, then it should definitely be a title worth looking out for soon. It should find favour not only with older players who remember the television series, but also with newer gamers, who may not be au fait with Penelope Pitstop and her technicolour chums but will soon be engrossed in the amusing and exciting action on offer. Get ready for Wacky Races, hitting a console near you soon.



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# FUR



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# SWWS EURO EDITION

Silicon Dreams strike back with a new and improved SWWS. This baby's so up-to-date, Beckham's crew cut is in full effect!

70



# V-RALLY 2 EXPERT EDITION

The greatest driving game to grace 128-bit machinery?

66

# FIGHTER



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CD-ROM



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## Peripherals



THE ANALOGUE STICK WORKS VERY WELL BUT IF YOU'RE THE TYPE WHO LIKES TO USE THE DIGITAL PAD, FORGET IT. THE LOOK BACK FUNCTION IS PUSH UP ON THE PAD AND YOU'LL KEEP DOING IT ACCIDENTALLY.



## COMING SOON...



### Rally Championship

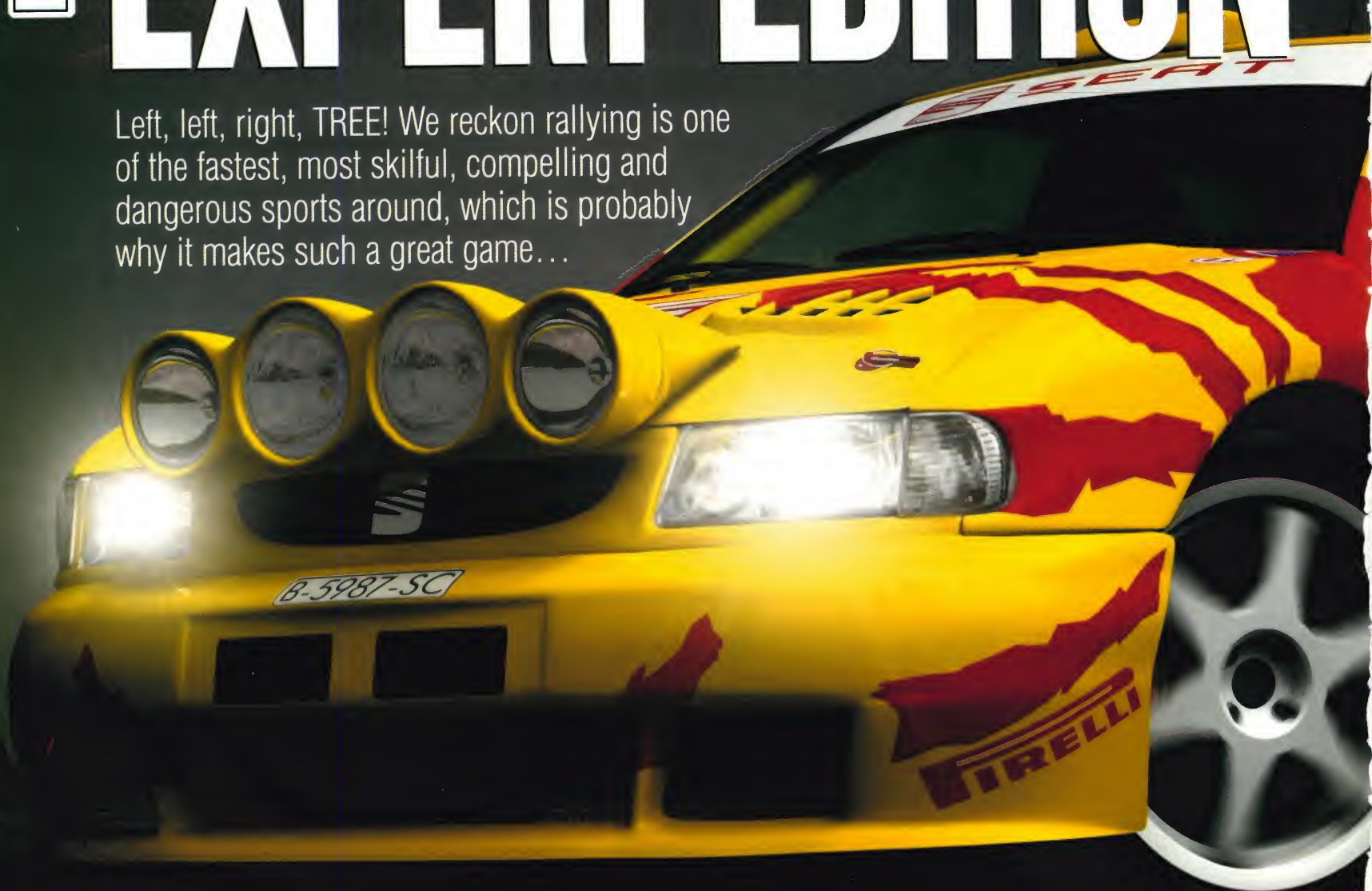
CRITICALLY ACCLAIMED ON THE PC FOR ITS NEAR PHOTOREALISTIC GRAPHICS AND UNCOMPROMISING REALISM IN JUST ABOUT EVERY ASPECT OF THE SPORT. ENGINE SOUNDS ARE SPOT ON, DASH BOARDS ARE FULLY FUNCTIONING AND 36 OFFICIAL COURSES ARE ALL PLAYABLE. COULD BE SOME TIME BEFORE WE SEE THE DREAMCAST VERSION THOUGH...

## INITIALLY...

AFTER GETTING OVER THE ADRENALINE-FUELLED, HIGH SPEED RENDERED INTRO, YOU CAN'T HELP THINKING YOU'RE IN FOR A TREAT, AND AS SOON AS YOU PICK UP THE CONTROLLER, YOU WON'T BE DISAPPOINTED. THINGS GET WORSE THOUGH, BEFORE THINGS GETS MUCH, MUCH BETTER.

# V-RALLY 2 EXPERT EDITION

Left, left, right, TREE! We reckon rallying is one of the fastest, most skilful, compelling and dangerous sports around, which is probably why it makes such a great game...

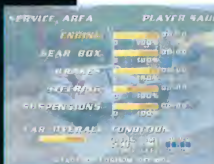
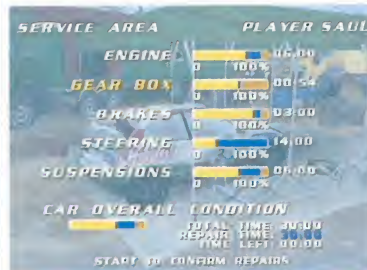


APART FROM DISPLAYING '3-2-1' AT THE START OF A STAGE, THE VMU DOES NOTHING MORE THAN SAVE YOUR GAME. WHICH IS PLenty AS FAR AS WE'RE CONCERNED.



Each country in Championship mode has either two or three stages, depending on what level you're racing on. In between the stages you get the chance to go into the pits and repair any damage you've done on the previous stage. However, you only get a virtual 30 minutes to do this in and everything takes time, so if you've really smashed your car up like a blind drunkard with no brakes, you have to decide what's most important to fix. The pits section adds an extra level to the gameplay and really requires thought, but it makes the Championship mode stand out as the most complete part of VR2.

in the pits



Publisher	Infogrames	Developer	In-house	Origin	UK	Genre	Driving
Available	Out Now	Players	1-4	Price	£39.99	Contact	0181 22297000



## YOU'LL BE DRIVING ON ANYTHING FROM ASPHALT AND TARMAC TO SNOW AND MUD-COVERED TRAILS



■ The brakes work a treat, but we prefer the hand-brake!

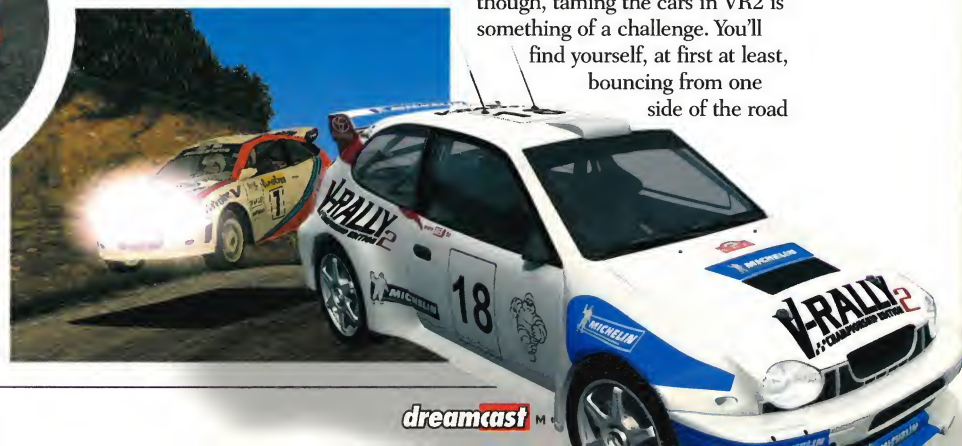


V-Rally 2: Expert Edition is the best driving game on the Dreamcast. It has the worst collision detection I've seen in recent times, it suffers from often terrible graphical clipping, it's unrealistic, you're forced to use analogue control, it's more frustrating than missing a tenner on the lottery by one number, and it's tougher than a pair of very, very old Timberlands. But I can't get enough of it. How strange. So how can V-Rally 2 possibly be the best Dreamcast racing game? Read on, and you might just find out...

Isn't V-Rally 2 (VR2) just another direct PlayStation to Dreamcast port, though? You know the thing, spiced up visuals and absolutely nothing to make it Dreamcast dedicated. The answer to that, though, is a resounding no. VR2 on Dreamcast isn't a rush job port like, say, Soul Reaver and Tomb Raider IV. It's been in programming for over a year now, which is still quite a short time from inception to completion of a game. But bear in mind, Infogrames already had one of the best rally physics engine around, and they've done a superb job in translating PlayStation VR2's handling to the Dreamcast. The car mechanics, although not very realistic, offer a perfect blend of precise cornering and handling with high speed arcade thrills. The balance is high on perfect; it's not so arcadey as to be thrown in with the Ridge Racers of the world and not so close to the real thing that you come away with mud in your eye.

### Hot Hatches

VR2 offers the chance to drive 27 (ten are bonus cars) real life rally cars, from the likes of the Ford Focus and Subaru Impreza to the Renault 5 and Lancia Stratos. No matter which you choose though, taming the cars in VR2 is something of a challenge. You'll find yourself, at first at least, bouncing from one side of the road

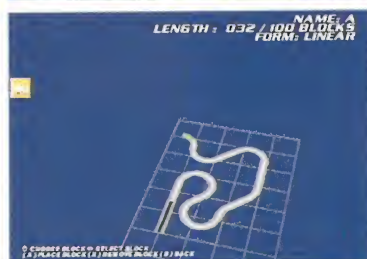
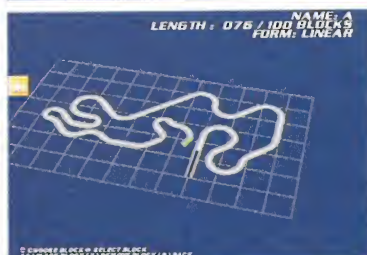
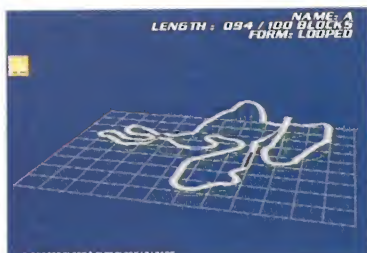




V-RALLY 2 EXPERT EDITION



Track editors in the past have often been limited, slow and cumbersome beasts that most people try once and never use again, which is not the case with VR2. The track editor has been designed with user friendliness in mind, and it shows. From start to finish you can have a decent track together in the space of five minutes and with controls to change the elevation and environment, as well as a feature that allows you to pull and stretch corners, the possibilities are quite literally endless. Be careful though, you can do some crazy stuff. Make jumps and hills too big and your Dreamcast will have trouble building them when you race. There'll be no slow down but the pop-up can be terrible if you ask it to make ridiculous roller-coaster style courses.



the track editor



■ Every stage in every country has its own distinctive feel and look.



to the other, spinning out on corners and flipping your car onto its roof on an alarming number of occasions. You'd think winning was impossible then, but that's not so. There's a bit of a paradox here actually, because no matter how I drove, I managed to win the European and World Championships on the first day of play. The Expert modes are where it's at though. It's no good winning a championship by ricocheting your way around the course, as there's simply no satisfaction in it. The real satisfaction comes when you drive that perfect stage, pip that Lancia at the post with a stunning overtaking manoeuvre, or shave the apex of that hairpin corner with cut-throat razor-

like precision. The early stages of winning by bouncing around the courses are simply nothing compared to the next plane, where the idea is to drive as smoothly, elegantly and fast as possible. It's lucky that the Expert levels on all of the modes require this high level of skill, otherwise the whole exercise of VR2 would be wasted.

## Devious Tracks

The cause behind this early erratic style of driving is as much the devious course design as it is the cars themselves. Unlike many racing games, the tracks on VR2 aren't made up from stock parts. There aren't just a few corners pieced together from a library of track parts in an electronic Scalectrix style. All the corners are different and although they fall into the usual easy, medium and hard categories, there's always a surprise just around the next corner, as it were.

There are over sixty tracks/stages in VR2 spread over twelve different countries, each with their very own graphical feel and style of terrain. You'll be driving on everything from asphalt and tarmac to snow and mud-covered trails. The surface may be flat or it may be undulating, but the course will always be as tough as the next in one way or another. However, it doesn't end here. VR2 comes complete with its own track editor, making the possibilities for different tracks almost endless. It's easy to use too, unlike many of the other track editors we've seen on racing games before.

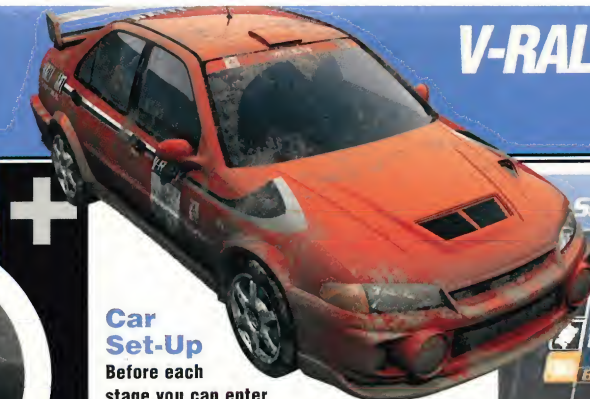


## INFOGRAAMES HAVE ONE OF THE BEST RALLY PHYSICS ENGINES AROUND

# V-RALLY 2 EXPERT EDITION

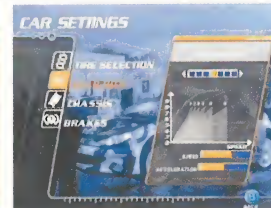
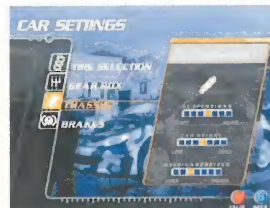


■ The Peugeot 206, in along with all the latest rally cars...



## Car Set-Up

Before each stage you can enter the car set-up section that allows you to make changes to your tyres, gearbox, chassis and brakes. It's not a cosmetic thing either, as success in the later stages of the game, and on the harder courses, relies on you getting your car set up correctly. It's no good having loose handling on a fast tarmac road or hard suspension in the Australian out-back. You can have a good race on the default set-up but to get into VR2, and get the most out of it, you really have to work at your car set-up.



## Looking Good

As is normal with PlayStation to Dreamcast ports, the visuals have been vastly improved over the original. You'll remember at the start of this review, however, that I mentioned the poor collision detection and dodgy graphical clipping. These are two aspects that I feel really could have been improved. At times the game almost looks unfinished, with your car morphing into rocks as you crash into them, and walls disappearing, revealing the nothingness behind them. Poor stuff, you'd think. And so would I, but when you see the splendour of VR2 running at its best and fastest you really can forget (not forgive) these problems. The scenery is absolutely stunning and the variety throughout the game is second to none. The cars too are as solid as you'll see, and all look like their real-life counterparts. Which is great, especially when you can smash them up (thank you). Not to destruction, of course, but it's nice to see a bit of car damage in a racing game in a day and age where developers usually shy away from it.

VR2 is graphically 'up there' with Sega Rally 2 and at times is even better. Whereas Sega Rally 2 is simply an arcade experience, the visuals in VR2 really put you in the driving seat. I'm talking literally, because as well as three out-of-car views there are also three first person views, including a fully dynamic in-the-cockpit view, and believe it or not, all of the car cockpits are different. The driving engine may not be realistic but flying



■ It's a long and winding road that leads to your door...



## THE MOST PLAYABLE, GOOD-LOOKING AND WELL DESIGNED RACING GAME ON THE DREAMCAST

down a wooded gravel lane in the hot seat of a supercharged Ford Focus or Toyota Corolla on VR2 really does make you feel like you're there.

## It's Simple

This experience is helped along by the cool and often helpful cornering advice from your co-driver, who gives you advance warning of every corner as it looms up on you at incredible speed. The soundtrack in general moulds itself into the graphical feel, with fantastic engine noises and that realistic rallying 'tyres on road' effect we all know.

There's far more I can say about VR2, like the excellent one-car championship mode, or

the intense Trophy mode, where you race three other AI cars, or the superb multi-player modes. I could go on about graphical details like spectators running out of the way when you arrive on their corners, or hot air balloons floating gloriously overhead, but I won't.

VR2 does suffer from a few problems, but I think I've done a good job of debunking the opening statement of my review throughout the remainder of it. Which is my point, basically: V-Rally 2: Expert Edition is in no way perfect, but it's the most playable, good looking, well-designed and long-lasting racing game on the Dreamcast, which is why you should have it. It's as simple as that.

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VERDICT

V-Rally 2: Championship Edition looks great, plays superbly and is undoubtedly the best racer on the Dreamcast. There are fairly evident flaws but the uppers easily outweigh the downers, and it urinates all over Sega Rally 2.

9

Written by **Saul Trewern** saul.trewern@guynet.co.uk

## Peripherals



I SUPPOSE PLAYING SWWS EURO EDITION WITH AN ARCADE STICK IS PRETTY GOOD, BUT DON'T RUSH OUT AND BUY ONE ESPECIALLY. THE TRUSTY JOYPAD WILL DO YOU PROUD, REGARDLESS OF WHETHER YOUR TEAM DOES.

## COMING SOON...



### ISS Evolution

IF YOU BELIEVE THE RUMOURS, THEN ISS EVOLUTION WILL BE COMING TO THE DC BEFORE THE END OF THE YEAR AND IF SO, ALL THINGS CONSIDERED, IT MAY BLOW ANY OTHER POTENTIAL FOOTIE GAME RIGHT OUT OF THE WATER.



## INITIALLY...

ACCESSIBLE, EASIER TO CONTROL AND LOOKING BLOODY NICE THANK YOU VERY MUCH, IT'S A PLEASURE TO SEE THE OLD FELLA BACK ON OUR TELLIES... IT'S NOT SO MUCH A SEQUEL, MORE OF AN ALL ROUND IMPROVEMENT OVER THE ORIGINAL.

# SEGA WORLDWIDE SOCCER EURO EDITION

Guess what? The Dreamcast has a brand new footie game, and it's wrapped around the Euro 2000 tournament.



SAVE YOUR GAME AND FIND OUT WHAT'S HAPPENING, COURTESY OF YOUR PORTABLE VMU FRIEND.



what the vmu does

Keep watching the VMU throughout the game and you'll find it keeps you well up to date with the action. Awarded a free kick? The VMU will let you know. Want to know which player is on the ball? The VMU will tell you. Want to know the meaning of life? Er, it ain't that good. But it tries.



<b>Publisher</b>	Sega	<b>Developer</b>	Silicon Dreams	<b>Origin</b>	UK	<b>Genre</b>	Sports sim
<b>Available</b>	May 2000	<b>Players</b>	1-4	<b>Price</b>	£39.99	<b>Contact</b>	0181 9953399



■ Every stadium is faithfully recreated from the real thing. Talk about attention to detail...



**A**nd we're still waiting. Last time we met up to talk football, we were left with the sorry state that is Virtua Striker 2000.1, which scraped its way to a 4/10 and hasn't been loaded up in the office since. Mind you, despite both attracting strong attention when they were released (and the fact that we did enjoy them both), neither of the other Dreamcast footie games – UEFA Striker and Sega Worldwide

more accurately rendered stadia and the chance to recreate the tournament in your living room. Don't go thinking that's all you get though, as no one can excuse SWWS Euro Edition of skimping on the options front – if you fancy taking Watford to the Premiership title, then that's but one of a number of international leagues you can attempt to win.

But, as usual, it's down on the pitch where everything matters, and it's immediately obvious that some major tidying work has gone into correcting the faults of its predecessor. This is most apparent in just how easy it is to get to grips with the game, with the control system simple enough for a beginner, but with plenty of little tricks to learn as you get more experienced.

In fact, accessibility all round is to be commended, from unfussy menus through to powerful set pieces, which are easily controlled. What's more, from corners and free kicks, you actually have a chance of doing some damage, and whilst crosses to certain parts of the penalty area yield more goals than others, that's more down to the sport being represented than a fault with the game itself.

## OFTEN, WITHOUT PROTECTION FROM THE REFEREE, YOU'LL FIND YOUR BEST MOVES SCUPPERED BY A ROY KEANE SPECIAL

Soccer 2000 – has had a regular place in the after hours games tournaments. Arguably the strongest of the two was Sega Worldwide Soccer (although it's a fairly divided argument), and it's this title that's returned for another stab at the Footie Crown.

### Into Europe

This time around, the action is wrapped around the Euro Edition football championships, which is an excuse for more squad rosters,

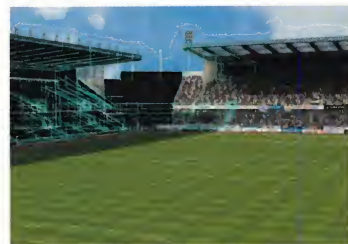




■ Curl it round the wall up into the top-left corner. It's looking sweet so far...



**YOU CAN'T HELP FEELING THAT OTHER FORMATS ARE GETTING A BETTER DEAL**



## SEGA WORLDWIDE SOCCER EURO EDITION



### In Control

One problem we had with Sega Worldwide Soccer Euro Edition – and this one ain't the fault of the programmers – is that the Dreamcast controller, especially the analogue stick, is uncomfortable to use for any decent length of time. We've mentioned this before and we thus throw down the gauntlet again – can someone make us a more comfortable DC controller that ain't an arcade stick? We wait and see...



Further praise should be lavished on the multimedia aspects of the game. The in-game graphics particularly are realistic looking, and whilst they've not evolved enormously since we saw them last (save for the aforementioned stadia), they still offer ample proof of the power tucked away in your white box. The audio too is strong, but for different reasons. Instead of going off and signing the latest chart success, Silicon have focused on quality, atmospheric in-game noise, with a crowd that reacts well to the action on the pitch. It's backed up by better than average commentary, which save for the odd mistake ("That's away for a throw in" it cried, as I went off to take a corner), certainly adds to the atmosphere.

Action wise, provided you're willing to adjust the default camera angles to something more suitable, it's not too difficult to find yourself playing a

good, solid tactical game. As with most console footie games, attacking football is favoured, and SWWS Euro Edition gives you plenty of ways to make headway towards the opposition goal. Still, you can expect end to end action all the way, as getting from one side of the pitch to the other perhaps isn't as challenging as it might be, even on the higher levels. To the game's credit, it does also allow you to mix dribbling and passing, whereas many of its rivals punish you for keeping possession and trying to run at players. Again, you can argue that it's a little too effective, and playing for a penalty is a particular party piece, as you dance around the penalty area waiting for the inevitable tackle from behind. Which brings us to a more substantial criticism. Frankly, in single-player mode, you'll find the computer player is a dirty bastard of the first order, and often, without protection from the referee, you'll find your best moves scuppered by a Roy Keane special as the match official turns a blind eye. It's quite funny the first few times it happens. It's violence inducing after a couple of hours.





# SEGA WORLDWIDE SOCCER EURO EDITION



## Work To Do

Furthermore, despite the obvious advances the game has made over the previous version, some work still needs to be done. Overhead kicks out of the penalty area, for instance, are hardly the most trademark clearance, yet we found them easily the most successful way to clear the ball. Likewise, the frequency with which you get a good one on one with the keeper (insert your own dirty gag here), simply by a flick on a header means this is by far the most effective way to score a goal. And finally in the downers column, the shooting uses the aftertouch method (which is variable), whereby what movement you make after you've unleashed your shot will affect swerve and height. We've no problem with that per se, however, if you spend twenty minutes on the practice park sussing this out, it overbalances

the game in your favour, and we managed shots from just inside the halfway line that earned us a corner or a juicy rebound.

## Got Better

And yet, despite all of that, there's much more in the credit column. Since the last version, things have been made much easier to get into, and the game all round feels that little bit tighter. It's not going to convert those who had major problems with the previous version, but it does reward those who enjoyed SWWS 2000 and are looking for something a little more. Plus points too for the wealth of options you get to play with, and for touches such as the excellent through ball, which isn't anything desperately innovative but still works mighty fine, thank you very much. Also, chances are you're going to generate a fair few goalmouth scrambles, which are always good for getting the pulse racing.

And yet there's an element of frustration in awarding SWWS Euro Edition the crown of best DC football game, as whilst the game is certainly

impressive, you can't help feeling that other formats are getting a better deal. The same programming team, for instance, have just released a superior game in UEFA Champions League 2000 on PC, and on the PlayStation we can't help casting an envious eye over to the awesome ISS Pro Evolution (of

which a DC version is rumoured for late summer). So whilst SWWS Euro Edition is a satisfying improvement (although not enough of one to fork out another forty notes if you bought version one) and shows to some extent just what the console can do, it still unfortunately leaves us yearning for that little bit more. **END**



■ The half-time break is over, and the players return to the field.

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VERDICT

It's good, and it's better than the previous version, but for another forty quid we'd have expected something a little more than this. It's arguably the best football game on Dreamcast, but still leaves us yearning for ISS Evolution.

7

Written By: **Simon Brew** [simon.brew@quaynet.co.uk](mailto:simon.brew@quaynet.co.uk)

## Peripherals



THIS GAME'S A LITTLE DIFFICULT WITH THE STEERING WHEEL, AS IT'S REMARKABLY FAST-MOVING, AND SOME OF THE VEHICLES ARE HARD ENOUGH TO CONTROL AS IT IS. GIVE IT A GO IF YOU WANT A TOUCH OF EXTRA REALISM THOUGH.



## COMING SOON...

### V-Rally 2

IT'S ALREADY BEEN A HIT ON THE PLAYSTATION AND NOW IT'S ON THE WAY TO DREAMCAST, GIVING YOU THE CHANCE TO RACE ON COURSES BASED AROUND 12 DIFFERENT COUNTRIES AROUND THE GLOBE, IN SOME OF THE HOTTEST CARS YOU'LL SEE IN A DRIVING GAME. THIS IS BOUND TO GIVE SEGA RALLY 2 A RUN FOR ITS MONEY, SO WATCH THIS SPACE.



## INITIALLY...

I CAN CERTAINLY SEE THE RESEMBLANCE TO HYDRO THUNDER ALREADY, AS THIS SEEMS TO BE RIDICULOUSLY HARD, SURELY THE VERY FIRST TRACK IS SUPPOSED TO EASE YOU INTO THE GAMEPLAY GENTLY? I'MO IRRITATED ALREADY...

LUCKILY YOU HAVE THE OPTION TO SAVE YOUR PROGRESS AFTER EACH RACE. IT'S A GOOD JOB REALLY, AS YOU WON'T WANT TO REPEAT A COURSE AGAIN AFTER YOU'VE COME FIRST ONCE - IT'S HARD ENOUGH THE FIRST TIME AROUND. YOU CAN ALSO SAVE REPLAYS TOO.

# 4 WHEEL THUNDER

Kalisto and Midway have got together to bring us the land-based version of Hydro Thunder, and what a feast for the eyes it is too. Buckle yourselves in folks, as it really is going to be a bumpy ride...



There are plenty of multiplayer modes in 4 Wheel Thunder. If you feel the need, you can either have a versus indoor or outdoor arcade race, both take part in the Championship or choose from any of these Special modes.



<b>Publisher</b>	Midway	<b>Developer</b>	Kalisto	<b>Origin</b>	UK	<b>Genre</b>	Racing
<b>Available</b>	June 2000	<b>Players</b>	1-2	<b>Price</b>	£39.99	<b>Contact</b>	01306 885231



### Bomb Pursuit

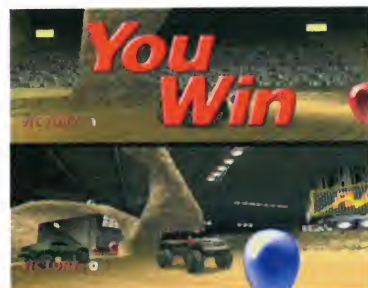
The bomb explodes after a defined time that's specified by your good self at the start. The aim of the game is to drive into your opponent to pass the bomb on before it explodes. The player left with the bomb once time has run out loses.



### Bomb Race Pursuit

Before the race starts, you have to define how long the time limit is going to be before the bomb explodes. Each time you overtake your opponent, the bomb is passed to them and the timer reverts to zero. The winner is the fastest player.

added extras



### Balloon Race

This mode's a race against time. You both have to speed around the track collecting as many balloons of your colour as possible. Each one you collect gives you a time bonus, so you must collect as many of them as you can to win.



### Tag Race

This is simple; just keep the trophy for as long as possible within the time and whoever has it for longest wins.



So, what driving games have we had the pleasure of so far on the Dreamcast? Well, only some of them have been a pleasure. Crazy Taxi has to be the front runner, of course, though some have complained about its longevity. Then there's Sega Rally 2, which I personally thought was darn fine (although others would disagree). The bad egg?

along with Nightmare Creatures 2, published by Midway. You'll notice (and have already been told countless times, no doubt) that this title is, in principle, a land-based equivalent of Hydro Thunder.

First and foremost, Kalisto were determined to make 4 Wheel Thunder as realistic as



## LOADS OF INTERESTING VEHICLES TO USE, AN ABUNDANCE OF TRACKS TO CONQUER AND THE ODD TOY CAR TO WIN

Well it has to be Buggy Heat really, now doesn't it? Bad controls were the biggest gripe with that one. It's a Sega title too – how embarrassing – but then I suppose they made up for it with Crazy Taxi.

Now we have 4 Wheel Thunder, Kalisto's joint first offering for the Sega console,

possible, both in how the various vehicles are made and how they perform on the different tracks. There are eight cars available from the start, including monster trucks, buggies, jeeps and quads. They're all upgradeable (more about that later) and have good road-holding



■ The lighting effects, scenery and amazing suspension animations all add to the strength of the game.

ALL OF THE VEHICLES WERE SPECIFICALLY BASED ON MODELS THE TEAM HAD SEEN AT VARIOUS OFF-ROAD SHOWS



qualities. All of the vehicles were specifically based on models the team had seen at various off-road shows. Kalisto wanted the game to focus mostly on the driving sensation, so when you fly over the numerous bumps and ramps you can almost feel it.

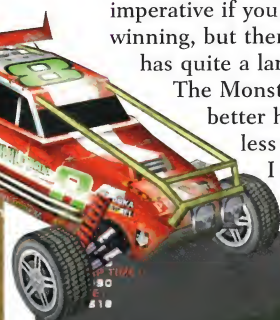
There are plenty of game modes to get your teeth into, starting with the two Arcade modes; one based on indoor tracks and the other on outdoor courses. It's at this point that you'll find that 4 Wheel Thunder is a lot harder than it looks.

## Arcade Action

You begin the Arcade modes with the objective of having to come in first place on all three courses. Once you've achieved such status,



|| Picking up the speed boosters is vital for success.



you're able to move onto the next three, and so on. The indoor tracks are found in the same countries as those outside,

though there's no way of telling. Because they're substantially shorter than the outdoor tracks, you battle it out over eight laps rather than two. This, you may think, would make the race swing a little further in your favour, but think again, folks. The four and nine second boosts that you pick up along the way are imperative if you want half a chance of winning, but then the vehicle you choose also has quite a large part to play in that too.

The Monster Trucks undoubtedly have better handling, but considerably less acceleration and top speed. I came to the decision that using one of the rally cars



was the best option, as I really wasn't getting anywhere fast with anything else.

You've got 11 opponents all scrambling for the finish line and you're very kindly placed at the very back of the pack in every race (whether you came first in the previous race or not). This means that all you have to help you are the boosts and various shortcuts. Getting used to the tracks is a must; they're the longest I've ever encountered in a driving game, which is why the races are only over two laps. It's also a good idea to make sure you try



Split-screen racing offers twice the fun.



and collect each and every boost you come across so your gauge is constantly stocked, as it seems that as soon as you slow down, someone will come flying past. Look out for the shortcuts, too, which save valuable seconds. These are normally found behind hedges, or consist of an extra route on the track which could put you in front.

There are a total of 29 tracks available, including indoor and outdoor courses, based in Canada, the Alps, the Far West, Corsica, Islande, Scandinavia, Jordania, Atlas, Greece and Norway. Some of them have added driving hazards, with dangerous weather conditions such as sand storms, rain and snow, so you don't need me to tell



Smaller vehicles may be faster, but they don't handle as well on dirt.

## KALISTO WANTED THE GAME TO FOCUS MOSTLY ON THE DRIVING SENSATION, SO WHEN YOU FLY OVER THE NUMEROUS BUMPS AND RAMPS YOU CAN ALMOST FEEL IT

you that choosing the right vehicle is essential if you want to stand a chance.

Next there's Championship mode, which is divided into four parts and has a total of 22 races. There's money to be won in this mode, which can be collected as you race by picking up the green dollar signs. You'll also collect some winnings after the race – the amount depends on the place you finish in. Once you've won enough money, you can start customising your vehicle to increase its top speed, grip and acceleration, so you can have your own super car for the later, harder tracks.



### Hit the Jackpot

A strange gimmick in Championship mode is what's appropriately called Jackpot. After a race, a gambling machine will appear. You have one chance in five of matching three symbols to win some extra money. If you don't manage to win within ten tries, you obtain a consolation prize – one of six toy cars – which you can only use if you win the Championship. I did wonder why such a mini game was in a racing game, but I suppose there's no reason why it shouldn't be – you be the judge.

The only real fault with 4 Wheel Thunder is that it's so frustratingly hard. There's no learning curve other than 'difficult rising to near impossible'. You need a lot of patience if you want to succeed and like I said, finding all the shortcuts and collecting the speed-ups will help. It looks damn attractive and the controls are simple and intuitive, which kind of makes you want to stick with it.

Well, if nothing else, it will take you a long time to complete and the various multiplayer modes will keep you entertained into the wee small hours. It's an all-round fun arcade racing game – need I say more? **END**

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VERDICT

4 Wheel Thunder may be pretty tough going but it is a pretty package, with loads of interesting vehicles to use, an abundance of tracks to conquer and the odd toy car to win. This can be proudly placed in the top five racing games for Dreamcast so far.

8

## Peripherals



THE SIMPLE FIGHTING MOVES MEAN THERE'S NOTHING TOO SPECIAL REQUIRED WITH THE CONTROLS IN THIS TITLE.

## COMING SOON...

### Super Magnetic Neo

IT DOESN'T EXACTLY HAVE THE SAME ADVENTURE ELEMENT AS SWORD OF THE BERSERK BUT FROM PLAYING THE PREVIEW VERSION WE RECKON IT'S GOT A LOT TO OFFER. YOU PLAY A HERO WHO HAS TO SAVE A THEME PARK FROM BEING PERMANENTLY OUT OF ORDER. IT'S A BIT OF A CUTESY PLATFORMER, BUT A LOT OF FUN NONETHELESS.



## INITIALLY...

THE ACTION HOTS UP RIGHT FROM THE START, AS YOU DEFEND A YOUNG GIRL AND HER FATHER FROM A GANG OF CUT-THROATS. ENTER SOME GORY 3D SWORD-SWINGING ACTION. IT'S NOT TOO TOUGH (THE FIRST ENCOUNTER IS A TRAINER), BUT THE FIGHT CERTAINLY WHETS YOUR APPETITE FOR WHAT'S TO COME.

THE VMU SAVES AND LOADS, BUT ALSO DISPLAYS A NIFTY PIC OF THE ELF, PUCK. HE LOOKS LIKE HE'S BLOWING SOAP BUBBLES AT TIMES.

# SWORD OF THE BERSERK: GUTS' RAGE



Can Eidos' sword-slasher cut it with Lara looming large? DCM has the guts to find out...

■ "My sword is clearly longer than BOTH your arms! Now die, freak boy!"

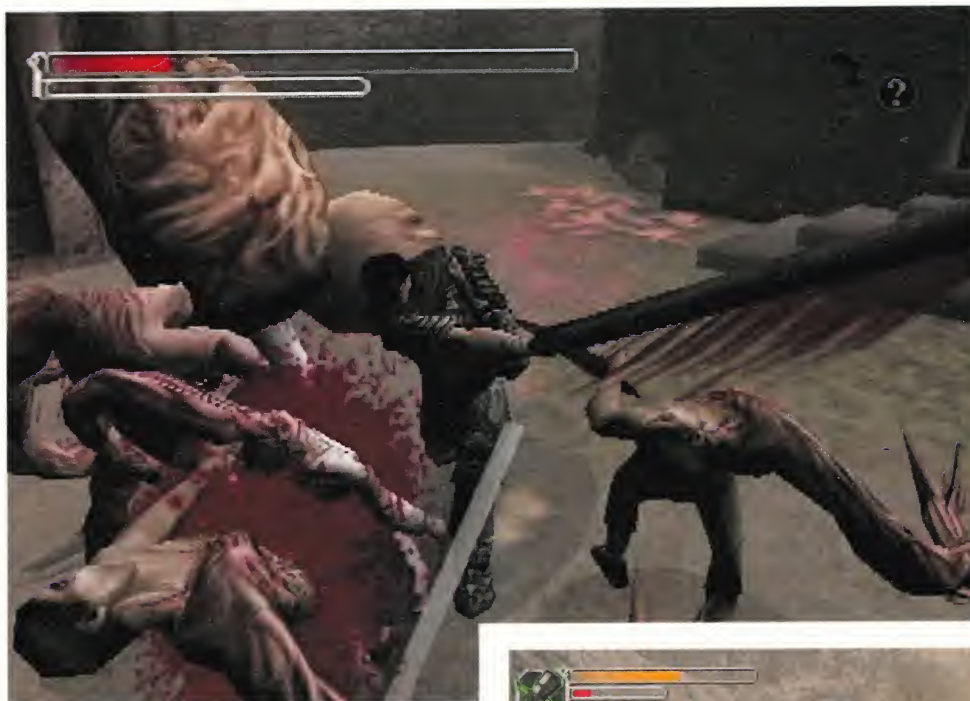


<b>Publisher</b>	Eidos Interactive	<b>Developer</b>	ASCII/Yukes	<b>Origin</b>	UK	<b>Genre</b>	Action/Adventure
<b>Available</b>	12th May 2000	<b>Players</b>	1	<b>Price</b>	£39.99	<b>Contact</b>	0181 636 3000

Every time Gattsu makes a successful hit, a red bar under his life bar increases. When full, he goes into Berserk Mode. His eyes glow red, his speed and damage increase and he loses less life when hit. The Berserk Mode is only temporary, a red bar replacing the life bar counts it down.



going berserk!



**W**hat a let-down. *Sword of the Berserk* should've been a cool game, but it's so lazily designed you'll probably give up out of sheer boredom long before you complete it.

## RENT IT IF YOU MUST, BUT DON'T SAY WE DIDN'T WARN YOU

Set in medieval times, *Sword of the Berserk* has you playing Gattsu, or Guts to his friends (hence the sub-title), a hard-assed mercenary with an enormous weapon (oo-er). He and his companion Casca are the only survivors of an elite mercenary band called The Hawks, the others having been slaughtered by a supernatural warrior clan known as God Hand. You also have a fairy-like creature called Puck along with you as you do the usual revenge-quest thang. Sounds like a good opportunity for some neat character interaction, dunnit? Alas, it's an opportunity missed, as your companions do little more than talk during the cut scenes.

The cut scenes themselves are another missed opportunity. They're incredible-looking and contain some cool voice-overs (much more atmospheric than text windows), but they're so booooring. They go on forever – indeed, the cut scenes are usually longer than the game sections which precede them, which is hardly good news. You end up hitting the Start button to skip them, missing the storyline completely (not that this affects your game). They don't dovetail with the gameplay very well either –



■ I think it's about time he thought about getting a new gardener.

the action and cut scenes intrude on each other in a very stop/start manner. It's as if the creators wanted to make a *Toy Story*-style CGI flick and added the game as an afterthought.

### Hack 'n' Slash

The fights aren't anything to e-mail home about either. If you've read our First Impressions box, you know the first fight is a cool if straightforward

## SWORD OF THE BERSERK: GUTS' RAGE



The game begins with a cut scene, where a stricken traveller and his daughter struggle to repair their broken wagon. Alas, they attract the attentions of a gang of marauding thugs. Enter a tall, one-eyed stranger with a curious mark on his neck. This is Gattso, Guts to his friends. When the thugs eye up his female companion as she strokes the travellers' pet, battle ensues.



a chance encounter



encounter, which has you licking your lips for what's to come. Guts looks great as he swings his sword with gay abandon, slashing right and left as you take on the thugs in a 3D slaughterfest. You can see why it got an '18'-rating too – fountains of blood spray skywards with every stroke, and you can even cut baddies in half. Okay, so all the player has to do is run up to the enemy and hammer the A and B buttons until he falls over, but so what? This is only the first fight, right? Wrong! Every fight's like that, and it gets monotonous almost as fast as the cut scenes do. Looking cool as you slaughter endless foes isn't enough when dull, unimaginative scrapping soon

has you reaching for the 'off' button. Even the end-of-level baddies require little in the way of tactics – just stand in front of them and wound them faster than they wound you, remembering to use your healing fairy dust (I wondered what Puck was there for) when you're near death.

### Missed Opportunities

The story of the game as a whole is one of missed opportunities. If as much attention had been paid to the level design and interactivity as to the technical details, it could've been a cool arcade adventure, but instead it



■ Better do something fast, you're taking it from all angles.



IT'S AS IF THE CREATORS WANTED TO MAKE A TOY STORY-STYLE CGI FLICK AND ADDED THE GAME AS AN AFTERTHOUGHT



offers the same flat, lifeless gameplay all the way through. For example, your guy remains the same all the way through. He gains no new weapons, finds no power-ups during the levels and develops no new abilities. It's ridiculous!

Likewise, aside from occasionally being caught in confined areas where using your seven-foot sword is difficult (a neat touch), the action invariably consists of running around wide-open areas, battering baddies with gay abandon until you get the on-screen message 'clear', heralding another yawnsome cut scene. As most of the links (if I can use that term for scenes longer than the in-game action) consist of you talking to other characters, you'd at least think the game would let you control this interaction. But no, you never get the chance to talk to who you like. The overall feeling is that you're not playing the game, you're helping it along occasionally.

There are no exploration or platform sections either. You can never get lost, getting from A to B is never a challenge and you're never asked to find anything. Tomb Raider this ain't. And how about a



Sword of the Berserk is based on a popular Japanese comic and anime video. Here's a few cartoon stills and comic covers.



the world of berserk



## THE STORY OF THE GAME AS A WHOLE IS ONE OF MISSED OPPORTUNITIES

few puzzles? Aside from smashing your way through closed doors, there's nothing of the kind involved here, and certainly nothing to get the grey matter working. It's so flat it could paint itself yellow and go to a fancy dress party as a pancake.

In case you hadn't guessed, Sword of the Berserk isn't a good game. Technically it's very sound, and the developers have done a great job on the game engine, but they forgot to put the game in. It's so workmanlike its jeans hang over its arse. It's too easy too – you can complete it in a weekend. Rent it if you must, but don't say we didn't warn you. **END**



■ Aahhh! It's a shame they didn't pack 3D specs with this game...



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VERDICT

There's a great game to come out of this engine, but Sword of the Berserk isn't it. It's too flat, too samey and too bloody boring. You can't fault it technically, but its level design doesn't match its programming standards. Best leave this one on the shelf.

4

Written by Ian Osborne [ian.osborne@guynet.co.uk](mailto:ian.osborne@guynet.co.uk)

## Peripherals



JUST THE USUAL COMBINATION OF PAD AND VMU REQUIRED HERE. IN TERMS OF CONTROL, ALL OF THE PAD'S BUTTONS ARE USED. YOU CAN PULL OFF IMPRESSIVE MOVES BY LEARNING THE COMBINATIONS - OR JUST PRESS ALL THE BUTTONS AND SEE WHAT HAPPENS.

## COMING SOON...

### Marvel vs Capcom 2

REVIEWED ON IMPORT THIS ISSUE (PAGE 98) THIS IS A GREAT SEQUEL TO CAPCOM'S FIRST EFFORT. THERE ARE LOADS MORE CHARACTERS (INCLUDING ALL THE FAMILIAR FACES) AND SOME COOL GAME MODES TO BE HAD. IT'S BOUND TO KEEP THE 2D FIGHTING FANS ENTERTAINED. LOOK OUT FOR A UK REVIEW SOON.



## INITIALLY...

IT'S EASY TO PICK UP AND PLAY - JUST BASH THOSE BUTTONS. IT LOOKS LIKE A TRADITIONAL BEAT-'EM-UP: COLOURFUL GRAPHICS, SPECIAL EFFECTS AND GOOD FINISHING MOVES - SHAME I'M THE ONE BEING FINISHED. THE SELECTION OF COMBATANTS LETS ME BE BEATEN IN A NUMBER OF GUISES...

THE VMU MERELY DISPLAYS THE TECH ROMANCER LOGO - NOTHING TOO IMPRESSIVE THERE. ALTHOUGH THE OPTIONS SCREEN DOES INCLUDE TECHNO DOME, WHICH INCLUDES SECRET BONUSES WHEN YOU COMPLETE MODES, INCLUDING DOWNLOADABLE VMU GAMES.

# TECH ROMANCER

Get ready for some explosive action as some seriously big robots do battle. Can Capcom, the established king of the fighting game, weave its magic in three dimensions?



+  
cute or disturbing?

One of the strangest pairs of fighters here are Bolon and Pollin, a bizarre pairing of a little girl and a creature who appears to have a cannonball on one arm and a huge hammer on the other. No, really.



<b>Publisher</b>	Virgin Interactive	<b>Developer</b>	Capcom	<b>Origin</b>	UK	<b>Genre</b>	Beat-'em-up
<b>Available</b>	May 26th 2000	<b>Players</b>	1-2	<b>Price</b>	£39.99	<b>Contact</b>	0171 5514222



**T**he beat-'em-up genre has long been ruled by one company, Capcom, which has been releasing umpteen fighting games on every console imaginable

for as long as I can remember. Games such as the Street Fighter series introduced original characters, which have since become icons in the gaming world, spawning cartoons, action figures and even movies (although the Street Fighter silver screen offering is probably best forgotten – except for Kylie's star turn as Cammy).

Recently, Capcom has released 2D titles which have brought together some of their most famous creations with other gaming stars, with everyone from Mega Man to Jill

## ONLY THE MOST HARDCORE OF BEAT-'EM-UP JUNKIES SHOULD CONSIDER THIS A MUST-HAVE DREAMCAST PRODUCT

Valentine getting in on the action and putting their fists up for a right old scrap. The question is, where does a company go when it has taken an idea about as far as it can go? With reference to Capcom, the answer is simple: add an extra dimension, literally.

Yes, Tech Romancer is a 3D fighter, which features huge robots with only one

purpose – absolute destruction. The basic feel of the game reminded me of classic Japanese B-movies, such as the Godzilla series. Of course, it also taps into the other great Japanese obsession of technological creations, seen in such classics as Gundam and Ultraman, series which saw a return to the traditions of the cliff-hanger serials of the fifties. Whilst Tech Romancer doesn't actually feature any famous heroes, some of the robots here will be very familiar to those au fait

**TECH ROMANCER**

### Advice For The Beaten

Tech Romancer makes good use of the usually dull continue screen by giving you tips on playing, including combos for special moves.



!!! The characters may remind you of Battle Of The Planets. What a show...



III A very ominous atmosphere in which to kick some serious ass...



The character you select at the start of the game will change the way your adventure unfolds and some are stronger and more effective than others. I would suggest avoiding the character of Wiseduck, as he is a

hunk of junk, being far too heavy and therefore unable to jump, making it tough for him to dodge attacks. Twinzam is a good choice, giving you a pair of effective pilots, although my personal favourite is Diana 17, who has style as well as devastating moves!

choose me!



with the genre. The metallic hero that you choose will have a great bearing on your game, as each robot has specific game styles, as well as signature special moves. Some of the robots even have a choice of pilots, altering the button configurations and special moves that can be accessed.

## Super Moves

Tech Romancer utilises all of the pad's buttons, as well as the shoulder buttons, which are used to select your supermoves. These moves are made more powerful by picking up bonuses, which are strewn around the environments, and the way to gain these is to cause mass destruction. For example, if you're fighting in a city landscape, you can destroy the skyscrapers and inside you will find the bonuses. These power-ups may increase your defensive capacities, improve your attacking skills or add to the devastation of the aforementioned special moves. Within Tech Romancer, you will uncover a plethora of impressive special moves but nothing is more visually stunning than the final attacks, which can be accessed when the opponent's power bar is suitably low. With this one move, victory can be attained quickly and



effectively. Alas, you must also be careful, as execution of this manoeuvre is no guarantee of success; your opponent can block the move, leaving you vulnerable, and you may find yourself on the end of a nasty counterattack. This gives Tech Romancer a tactical edge not found in all button-bashers of this type, although chances are, when you are caught up in the action you'll revert to just pressing combinations of buttons and hoping for the best.

## The Perfect Combination

Of course a game of this type often sells itself on the basis of the versus

**TECH ROMANCER LOOKS THE BUSINESS AND WILL BE INSTANTLY FAMILIAR TO FANS OF THE GENRE**





If your timing is perfect you can pull off a move like this that, if successful, will see off your enemy for good. Watch out, however, because if you get it wrong, it gives the opposition a chance to do some serious damage whilst you are left unguarded.

take that!



mentality, but rather one of admitting defeat and going off to play something else instead.

Whilst it's interesting to see Capcom branching out into the 3D environment, it's unlikely that Tech Romancer is going to enjoy the success or longevity of their other series of fighters. Overall, the game is worth checking out in your local arcade, where its short burst of fun can be extracted for a couple of quid, but only the most hardcore of beat-'em-up junkies should consider this a must-have Dreamcast product. **END**

VERDICT

Tech Romancer certainly looks the business and will be instantly familiar to fans of the genre. Therein lies the problem – there is nothing here that you have not seen before, or seen better. Chances are that unless you are really undemanding, Tech Romancer will disappoint. Leave it on the shelf!

5



## TECH ROMANCER IS A 3D FIGHTER WHICH FEATURES HUGE ROBOTS WITH ONLY ONE PURPOSE – ABSOLUTE DESTRUCTION

mode, but does Tech Romancer offer anything special for the single player? There are two distinctive solo modes available in Tech Romancer. The Hero mode is the simple, no frills arcade mode where you just battle through the opposition, wiping out all of the enemy robots, and are then ranked depending on the effectiveness of your performance. Whilst this may provide a short term thrill, it is a touch one dimensional and you may get bored before you've reached the final bout. Despite the differing performances of the robots, you will find yourself using the same series of moves to defeat each competitor, not risking variety in case you are beaten.

The Story mode provides more of a distraction as every character has their own storyline and the saga unfolds between each bout. These tales range from the traditional stories of revenge or avenging the deaths of friends/family, to the more light-hearted scenarios involving youngsters dreaming of combat. Despite the huge number of different storylines which are available, it is unlikely that anyone but the most ardent of fight fans will bother to play through another character's saga once they have completed one. These are not characters that you care for in any way, and so there's no urgency in discovering their fate. Whilst Capcom can be

applauded for trying to add depth to the genre with the Story mode, it is in no way a resounding success, as it won't be enough to entice the non-fan into the fighting fold.

### Stick With Tradition

Graphically, Tech Romancer is traditional Capcom fare, although it is impressive when you pull off your final attacks in a shower of light and effects. Some screens also feature background characters watching the unfolding action in a similar way to the classic backgrounds in Street Fighter 2, but now in full 3D.

The sonics are decent enough during battle, with the usual explosive sounds, but they can get annoying during the Story mode cut scenes where, for some reason, the characters still talk in Japanese, with their speeches subtitled. I presume this is to give the game more of an authentic anime feel, but it does begin to grate.

The difficulty level of some of the enemies can get annoying too, as some can destroy you in just a couple of moves, which is very frustrating if you've just spent a fair amount of time chiselling away at their power bar with little success. Your reaction to such behemoths is unlikely to be the desired 'just one more go'



My money is on the big skinny robot. The other one is rubbish...

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## Peripherals



ALL YOU NEED TO GET BY IN RED DOG IS YOUR TRUSTY JOYPAD AND VMU. FORGET ABOUT THE STEERING WHEEL – EVEN THOUGH IT IS KIND OF A DRIVING GAME, IT'S JUST NO GOOD...



## COMING SOON...

### Fur Fighters

THIS LITTLE BEAUTY DOESN'T HAVE ANY DOGS IN IT EITHER. INSTEAD YOU'RE MET BY A WHOLE BUNCH OF FLUFFY LOVELIES, ARMED TO THE TEETH WITH RIDICULOUS FIRE POWER AND A THIRST FOR FLUFF. THIS WONDERFULLY ANIMATED ACTION-FEST SHOULD BE WITH US WITHIN A MONTH OR TWO.



## INITIALLY...

ACTION, ACTION, ACTION – THERE'S LITTLE IN THE WAY OF STORY LINE HERE. THESPIAN LUVVIES WILL THINK 'WHAT'S MY MOTIVATION?', WHILE THE REST OF US JUST PULL THE TRIGGER. WHEN THE GRAPHICS ARE GOOD AND WEAPONS ARE PLENTIFUL, THAT'S MOTIVATION ENOUGH FOR MOST OF US...

YOU'RE GONNA NEED 8 BLOCKS OF FREE SPACE TO SAVE YOUR GAME IN RED DOG. IT'LL SAVE YOUR CURRENT POSITION, ANY UPGRADES YOU'VE EARN'T AND EXTRA SUB-MISSIONS AVAILABLE.

# RED DOG

There are no dogs in Red Dog...



<b>Publisher</b>	Sega	<b>Developer</b>	Argonaut	<b>Origin</b>	UK	<b>Genre</b>	Action
<b>Available</b>	Out Now	<b>Players</b>	1-4	<b>Price</b>	£39.99	<b>Contact</b>	0181 9953399



**B**ang, bang, rata-tat-tat, you're dead'. That's about the size of most action shoot-'em-ups these days, and Red Dog is no exception. You won't find an introduction to the action before the 'bang, bang, pow, cabang' comes into play. Red Dog simply dumps you into a vague, future-based fracas and leaves you to make your way through the game with the occasional mission objective and tank upgrade in your path.

## Dog Of A Story

The premise is simple (and as stale as a Bob Monkhouse one-liner). Alien refugees have taken asylum on one of the New World System's furthest reaching planets; Cian 4. After a little while they tire of the friendly neighbour routine and decide to start a scrap. It's your job (yawn) as Commander of the Red Dog Assault Vehicle to stamp out this threat. Of course, given the gravity of the situation you'd think you'd be just one pawn in a major alien scum clean-up operation but no, it's just you against a planet full of marauding aliens, all intent on sucking your brains out of your nostrils (or whatever it is aliens do these days).

To complete your mission objective you're given a four wheel drive tank/buggy combo thing with a primary and secondary weapon strapped to the roof. The firing system works along the same lines as many shooters that have gone before it, using a target lock method spookily similar to the likes of Panzer Dragoon, from those glorious Saturn days. Tapping the fire button will spray the environment with laser

## IT'S JUST YOU AGAINST A PLANET FULL OF MARAUDING ALIENS



■ The first boss is a giant robotic scorpion thing. Pretty much average fare but it looks nice, I s'pose.



## Billy Three Mates

A saving grace for Red Dog? Yes and no. The four player action is thick and fast, incorporating game modes more associated with Quake than a tank game. You can frag it out in Deathmatch, play some tactical Stealth Assassin games or even take part in a King of the Hill battle, just like frag fans into Quake II, III and Unreal Tournament rave about. There are eight multi-player modes in all, covering a total of 20 multi-player arenas, so that sounds great really, doesn't it? The only real problem here is that the weak control system hinders play and graphics become sparse and dull to compensate for having multiple players. The most annoying aspect of multi-player Red Dog is that it was meant to be one of the first online compatible games – so what happened to that? Somewhat disappointing, I think you'll agree.

added extras

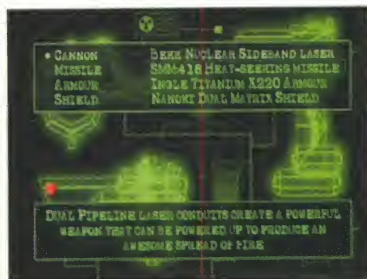


RED DOG



## Upgrade Your Dog

To balance the out-and-out shooting action Argonaut have opted to include an upgrade system, whereby it's possible to max-out your Dog's capabilities in all aspects, including your cannon, missiles, armour and shield. Though it's quite a nice touch for a game such as this, no real tactical play is added by the experience, so it's little more than a side-track gimmick.



■ To perform big jump set-pieces you must turbo up the ramp by double tapping the accelerator.



## BOSSSES ARE PRETTY STANDARD FARE, WHICH REALLY SUMS UP THE GAME IN ALL ITS SHAMEFUL AVERAGENESS



fire, but holding the button down and passing the cursor over potential targets will lock a missile onto them. Passing your targeting cursor over a number of attacking enemies will lock all of them into your sights. Simply let go of the fire button and a number of homing missiles will be launched simultaneously, decking all your enemies in one go.



## Tried, Tested, Bugged

It's a tried and tested method that somehow (how can you get this wrong?) has gone irritatingly wrong. Argonaut's control system is too loose and spongy to handle such a firing system. Acceleration and reverse are handled by the analogue shoulder buttons, while directional control and target aiming are done using the analogue stick. This works well on paper (and it's worked well in countless shooters in the past), but it doesn't work as well here, thanks to a very high, unresponsive suspension system, a weird strafing system (your machine turns through ninety degrees to face side on, but what if you're surrounded by water or lava?) and the tank's snail's-pace speed. What you're left with, for the most part, is more akin to a flowery target range than an action packed, smoke me a Kipper I'll be back for breakfast blast-a-thon.

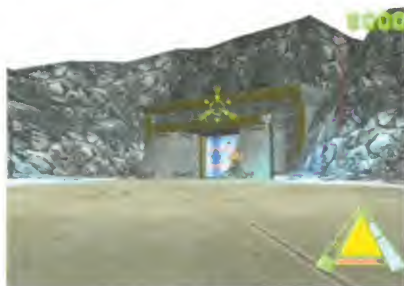
## Graphic Violence

There's no doubting that Red Dog is quite a pretty game. It's got excellent depth of view and there's always something to see on the horizon, regardless of whether you'll ever reach it or not. Animation on your tank is fair and the varying weapons are represented differently atop your vehicle, but your 'amazing firepower' is definitely weak in appearance and certainly doesn't appear



There are a total of 17 sub-missions to open up as you progress through Red Dog, which challenge you to complete certain tasks, ranging from speed tasks, to control exercises and the use of firepower. Completing these levels rewards you with power-ups that upgrade your tank (see Upgrade your Dog for more).

sub-mission manoeuvres



to be capable of creaming tin cans, let alone a whole host of alien aggressors. Enemies come in all shapes and sizes from bog standard foot soldiers to robotic arachnids that explode when they come into contact with your tank. Bosses are pretty standard fare, which really sums up the game in all its shameful averageness.

We all expect more from the next wave of Dreamcast titles, especially ones published by Sega themselves. They should be pushing the

## IT USES A TARGETING SYSTEM SPOOKILY SIMILAR TO THE ONE SEEN IN PANZER DRAGON

boundaries of genres and delivering new sub-genres instead of banging out games that we've all played for years. Kill enemies, follow the linear path and kill the boss guy at the end of the level...zzz. No Brownie points there, then.

### A Dog With No Nose

How does that old joke go? You know, the one about the dog with no nose... Oh yeah, that's it [adopting crap joke telling tone]. 'How does a dog with no nose smell? [pause for effect] 'Like Red Dog - it's a bit of a stinker!'. Ho, de, ho, what a cracker. And no, it's not the way I tell 'em, it's just a dumb joke invented to illustrate the effect this game has on a person. **END**



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VERDICT

Kind of like dating the prettiest girl in school. She doesn't 'all look nice, but when it comes down to the nitty gritty she just doesn't deliver. Shame really, but that's the way it goes.

6

# QUAKE III:

QUAKE III: ARENA



THREE WORDS.  
THAT'S ALL IT  
TOOK TO SEND  
US INTO  
CONVULSIONS OF  
ANTICIPATION,  
WITH THE NEWS  
THAT ONE OF THE  
BEST GAMES IN  
THE WORLD WAS  
DUE FOR A  
DREAMCAST  
RELEASE. THOSE  
WORDS? QUAKE  
THREE ARENA.  
SIMON REVEALS  
WHY THEY MATTER  
SO MUCH...

Where on earth are you supposed to start talking about Quake? Arguably one of the most influential games of the 90s (behind its predecessors Doom and Wolfenstein 3D), it was the title that brought the first-person action fest of age. Along with its sequel, the originally named Quake II, it revolutionised the genre and kick-started the thirst for quality online gaming. Games magazines were drawn to a standstill as groups of pizza-guzzling journos stayed late

after hours for a frag or two on a few networked PCs. Ditto when Quake III: Arena arrived on PC at the tail end of last year, as the online gaming community again embraced the game with gusto, alongside those with their own little network of PCs.

However, to fully enjoy the pleasures of Quake III so far, you're going to have needed to have forked out a fair wedge for the kit to run the thing on. PCs may be cheaper than they were, but for the kind of technology to



# ARENA

**Keep moving. This is a fast moving game that doesn't in any way reward the person who stands still, blasting away. Got that?**

run such an advanced game, you're still talking the wrong side of five hundred notes. Until now. For in their infinite wisdom, ID Software have decreed that there is to be a Dreamcast version of this fine piece of software. And it is laid down in stone that this looks set to seriously kick ass.

## SO WHAT'S IT ALL ABOUT?

For the completely uninitiated, Quake III: Arena in its barest form is a first-person action extravaganza

that's been specifically designed for multiplayer mayhem. That's not to say that a one-player mode isn't provided, but we'll get to that later. The idea of the game, simply, is to notch up more kills (or 'frags') than other players, or to be the first to reach a set number of frags. There are other variants to be played too, but once again, we'll get to those in a sec.

To aid you in your task, the programmers have thoughtfully provided a large array of weapons for you to rip each others guts out

with. These range from traditional Quake specials such as the railgun, through to a plasma gun, rocket launcher, machine gun, and the curiously named gauntlet. The latter is the weapon you kick off with and is designed for close combat only, to the point where anyone you manage to kill with it earns themselves a Humiliation award from the game. Honestly.

Each game takes place in one of the set arenas, which have been designed with a multiplayer blastathon in mind. A typical level

will have several vantage points, the odd sniper position, and plenty of mean, moody looking corridors, with enemies just waiting to appear from round the corner to blast your brains out. Golden rule? Keep moving. This is a fast moving game that doesn't in any way reward the person who stands still, blasting away. Got that?

## WAYS TO PLAY

Still, as we mentioned before, there's more than one way to cook an egg, and there's certainly more

# feature

## QUAKE III: ARENA

### AWARD WINNERS



To keep things interesting throughout the game, the programmers have seen fit to bestow certain awards on you, depending on how well you do. And here they are:

#### Perfect:

It's a right bastard to get hold of this once you crank the difficulty level up. It rewards anyone who gets to the end of a Deathmatch without dying once.

#### Excellent:

One for the online gamers. You'll get an excellent award for killing two opponents in two seconds. Simple, eh?

#### Impressive:

The unwieldy railgun is a bit of a sod to aim with, so get two consecutive direct hits and the Impressive badge is yours.

#### Frag:

You get one for every twenty kills you notch up.

#### Accuracy:

You'll only get your paws on an accuracy award if you keep your shooting accuracy above 50% in a particular level.

#### Gauntlet:

For killing someone using the gauntlet.



### DUCK AND DIVE

Guaranteed ways to get your arse kicked in Quake III? First and foremost, never stand still. Even if you think you have the best hiding place in the world, and you think that nobody's noticed your occasional sniper shots, chances are you've been rumbled and you should be on your way. Number two? Running out into the open and blasting seven shades ain't going to win you a thing. Keep ducking and diving, jumping, moving sideways, whatever it takes to make it difficult for the opposition to land a hit. The rest you'll just have to work out for yourselves.



ID Software have decreed that there is to be a Dreamcast version of this fine piece of software. And it is laid down in stone that this looks set to seriously kick ass

than one way to play Quake III. A straight frag fest is the easy option, with an individual winner at the end of it all who has reached the requisite frag target. However, far more challenging and involving, especially when you

come to multiplayer gaming, are the team options.

Capture the Flag is where the action is when you've had enough of a good old fashioned Deathmatch. The idea here is that each team has a base with a flag at the centre of it. The aim then is to send your forces

to get the opposition's flag and get it back to your own base. If you're killed on the way back to your place, the flag gets dropped, and one of your team mates can then pick it back up and continue the journey home. However, if the opposition get to it first, then it's back to square one as the flag is returned whence it came. Put simply, this is a fabulous team game that requires genuine cooperation, a bit of brainwork to sort out the tactics and a bloody fast trigger finger. Even though you may even need only three captures to win the game, things can still get very tense and go on for a while if you get two, ahem, fairly determined teams playing against each other.



## UNREAL TOURNAMENT

It was fairly unfortunate for ID Software that the thunder caused by the launch of Quake III: Arena was somewhat stolen by GT Interactive's Unreal Tournament. Both are very similar games in approach, and both offer rock solid multiplayer experiences, which if played online will send your phone bill straight through the roof. And yet the debate has raged online as to which of these two is the better. Current opinion presently edges towards the slightly more user friendly Unreal Tournament (and this writer is certainly a disciple of UT over Q3), but the bottom line is that both of these are classics of our time, accelerating single-handedly a move towards multiplayer games involving other humans. And that's on top of all the usual trademark action and violence. Our recommendation? If you get the chance, enjoy them both.



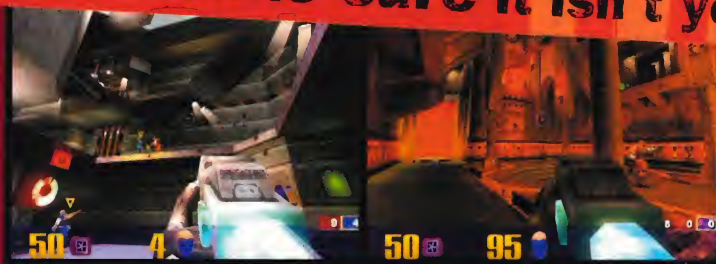
### ROOM FOR ONE

Perhaps the main disappointment with the PC version of Quake III: Arena was that the single-player mode couldn't live up to the fun to be had in multiplayer. This was something that its rival, Unreal Tournament, actually managed to make a very good stab at, and whilst eventually the single-player mode in that title got repetitive, there were a good few weeks of entertainment in it first.

The same, to be fair, is true of Quake III: Arena. Both games rely on computer controlled 'bots in this kind of scenario, and the artificial intelligence on display is a genuine achievement. Suffice to say, for periods of time you can forget that it's a computer opponent you're battling against,



**There's usually someone really crap who walks round really slowly, shooting at anything and missing every time. Just make sure it isn't you**



as your prime objective will be to rip your opponents into many different pieces. We can't deny that you're missing out on half the fun though if you completely ignore the multiplayer options, but the single-player mode is still more impressive than you've probably been led to believe.

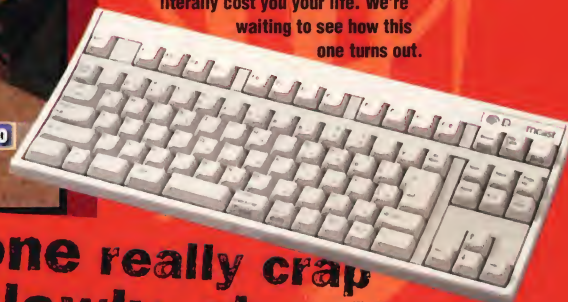
Ah yes, that brings us nicely to the multiplayer angle. Quake III: Arena is a game that will be making use of the long awaited online gaming capabilities that the Dreamcast offers, and a damn good thing that is too. Picture the scene. You walk into a new Arena, laden down with weapons, to be greeted by seven other opponents that are actually controlled by living, breathing humans. And they all want to kill you. For as impressive as the computer controlled 'bots are (and you can mix some of those in with real players too, if you like), they can't compare to the unpredictability and satisfaction of a human opponent. Plus there's usually someone really crap who

walks round really slowly, shooting at anything and missing every time. Just make sure it isn't you.

### BOTTOM LINE

Space prohibits us from touching upon much of what Quake III: Arena has to offer, and the aim here has been to tell you exactly why this game is so important for the Dreamcast. But sit back, because we've saved the best for last. Quake III: Arena is simply one of the most highly enjoyable games in the world...ever. Even if it doesn't exactly sound your bag at the moment, you owe it yourself to at least rent this and find out what you're missing out on. And you can find out just how it fares in its transfer to the Dreamcast in our review, which will follow in a couple of issues. In the meantime, get saving. Unless something goes wrong, this is something that really does deserve your forty notes.

Perhaps the one area of the game's conversion over to the DC that gives us worries is how the programmers are going to implement the control system. The best way to play the game on a PC was using a combination of keyboard and mouse to control movement and firepower, and that ain't going to be possible on the DC. Okay, you can argue that Quake II was successfully transferred to the PlayStation, and that a gamepad has been proven to work in the genre, but Quake III works faster and more frantically, and a split second spent fiddling with the controls could quite literally cost you your life. We're waiting to see how this one turns out.



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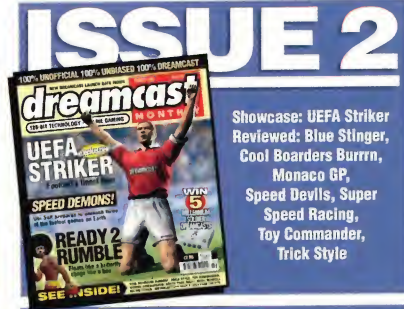
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# On import

## Peripherals



THE BUTTON LAYOUT OF THE ARCADE STICK DEFINITELY DOES THE GAME JUSTICE, THOUGH SEGA'S PAD STILL DOES THE TRICK.

# MARVEL VS. CAPCOM 2: NEW AGE OF HEROES



**Publisher** Capcom  
**Price** £59.99

**Developer** Capcom  
**Genre** Beat-'em-up



Marvel vs. Capcom still stands as one of the best fighting games available for a home system. Drenched in fandom and begging for improvements on a great idea, it was only a matter of time before a sequel would be spawned. Enter Marvel Vs Capcom 2: New Age of Heroes.

## INITIALLY...

FOR THOSE WHO COULDN'T GET ENOUGH OF THE FIRST INSTALMENT, THIS IS THE ANSWER TO YOUR PRAYERS. WITH ADDED CHARACTERS, MORE ANIMATION, BETTER BACKGROUNDS, AND A TON OF SECRETS AND SURPRISES, NEW AGE OF HEROES OFFERS MORE THAN YOUR AVERAGE UPDATE.

**L**ast time we met up with the Versus series, it was in the form of the original Marvel vs. Capcom – two teams of equally pissed fighters throwing everything at each other, including the kitchen sink. Then there were the super moves straight out of the wazoo that could be combined into

even bigger displays of fireworks. The result? A rapid heart rate, a dazed feeling, and a strong urge to play it again! The arcades ate it up, with the booths dominated by blue-haired guys that could lay on the smackdown without breaking a sweat.

So how has the gameplay progressed since the last game? For the first time since Capcom's 2D

brawlers began, Marvel vs. Capcom 2 features no medium attacks. There are just fierce and small attacks for both punch and kick, with the remaining two buttons 'triggering' an additional feature, explained in a moment. Will you miss the 'medium' attack? Hell no. The benefits of the three-tiered attack became evident about five years through the series, when intricate combo cross-attack-tiered structures were put in place. Such intricacies are not to be worried about in Marvel vs. Capcom 2 – there's far too much going on, with bigger, better and easier combos and techniques to be pulled. And with just two levels of punch and kick to worry about, it makes things hassle-free, quite frankly.

The other buttons introduce the 'assist' function – pulling both triggers together brings your pal onto the screen

**FLUID ANIMATION AND SCORES OF SPECIAL EFFECTS COMPLIMENT THE LARGE 2D SPRITES VERY NICELY**



■ Britney Spears gets everywhere these days, doesn't she?



## Real Character

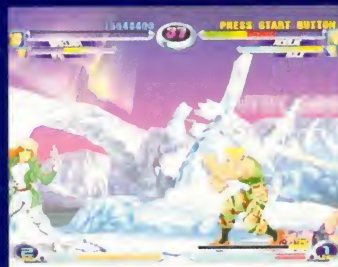
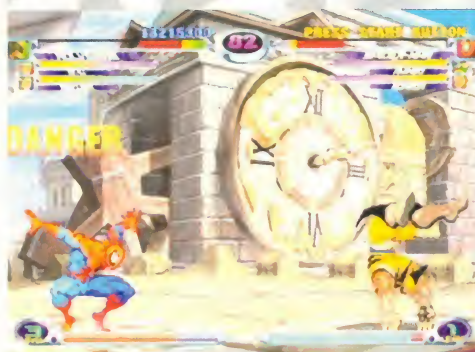
Many of the character designs, from the Egyptian mummy and his unravelling limbs, to plants and underworld forces, are very original and very inspiring. All are superbly drawn and extremely well detailed, and all faultlessly animated. Take Abyss, the boss to end all bosses. He starts off as a rather bulky samurai, then shifts into a sleek, green woman for the second round. Finally, after becoming exceptionally pissed, Abyss balloons into a behemoth. Let's just say he's big, bad and really red. All of this makes the boss from the last *Marvel vs. Capcom*, Onslaught, look like a kindergarten teacher.

What really steal the show in graphical terms, though, are the backgrounds. While the foregrounds may be 2D, Capcom have taken the plunge and introduced 3D backgrounds to the mix this time.



to take over with a super, while you sit back and laugh. It's a new feature, which frees up the control method and certainly works better on the Dreamcast joypad than ever before.

Running in beautiful 640x480 and a frame rate on par with the upper echelon of titles, *Marvel vs. Capcom 2* looks fantastic. Fluid animation and scores of special effects compliment the large 2D sprites very nicely. While somewhat pixelated against the now 3D rendered backdrops, it's still the best looking hand-drawn title out there. A full generation ahead of the first game's visuals, you'll find it hard not to be pleased.



# On import

## ALTERNATIVELY...



### Dead or Alive 2

REVIEWED ON IMPORT LAST ISSUE, DEAD OR ALIVE 2 IS THE NEXT BIG FIGHTER EXPECTED ON THE DREAMCAST, THOUGH IT HAS SLIPPED BACK A COUPLE OF MONTHS FOR SOME 'LAST MINUTE CHANGES'. THOUGH GRAPHICALLY ASTOUNDING, DOA 2 DOESN'T HAVE THE LONG TERM CHALLENGE TO MATCH UP TO THE MIGHT OF MARVEL VS. CAPCOM 2.

## Battle Cries

The sound effects come through in the game crisp and clear. Along with all its attention to visual detail, Capcom has packed this game with a full suite of sounds. This enhances the overall experience, as characters yell out their battle-cries, laser blasts scream loudly across the field, and the impact sounds crunch and crumple with defined fervour.

WITH NEW AGE OF HEROES BOASTING A GRAND TOTAL OF 56 MARVEL AND CAPCOM CREATIONS, FINDING A COMBINATION THAT'S JUST RIGHT SHOULDN'T BE TOO DIFFICULT

## Crazy Characters

The amount of playable characters has been increased drastically. From the start there are 24 fighters, and eventually you'll be able to unlock 32 more! With New Age of Heroes boasting a grand total of 56 Marvel and Capcom creations, finding a combination that's just right for you shouldn't be too difficult. The Incredible Hulk, Spider-Man, Cable, Ryu, Jill Valentine and Hayato are just a few of the large number of familiar (and not so familiar) faces waiting to consume your joystick time – and consume it they will.

While the assists are now unlimited in *Marvel vs. Capcom 2*, a helpful team-mate can also feel the brunt of an enemy's attack. Call on the legendary Cable just as Ryu, Sakura, and Tron open up with a super move and both of you are going to be tasting the sour soup of smackdown. So, you'll have to choose your assists wisely, because there's always the

chance that two of your team mates could get whacked simultaneously.

Perhaps the best of these mad attacks is the threesome-attack. Something almost ripped straight from the more colourful side of the Internet, these attacks see all three of your fighters teaming up to produce one hell-raising, death-inducing attack on your hapless foe, with the use of those additional action buttons, when your power gauge is on level three. The way your three fighters integrate and work together, and the combinations of fighters together thereof, is near-infinite and quite mind-boggling.

## Energy Saving

Unlike in the Alpha series, the refill rate of the power bar is very high, meaning that constant supers can be the easiest approach, but charging to level three for those impressive three-man attacks is where a slight element of strategy is introduced. Generally, the gameplay of *Marvel vs. Capcom 2* is whatever you make it. You can save the energy for that smug level three victory – but don't complain if your pal doesn't want to know, and ploughs super after super into your sorry little ass.

When you combine all these factors you have the ultimate visual package – a visual orgasm, if you will. There's so much going on, presented so well, all running on a system that never struggles with the madness. It's colour, it's mayhem, it's death by three really weird and manic combatants. In short, it's Capcom at its most intense, with an experience that will leave you dazed, begging for every last little drop. **END**



Written By Noel Brady noel.brady@quepasa.co.uk



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# Cheat

## CODE CENTRAL

### RESIDENT EVIL CODE: VERONICA

#### First Person View Option In Battle Mode

To play battle mode in first person, pick up Alexia's sniper rifle after she drops it towards the end of Disc 1.

#### Play As Steve Burnside In Battle Mode

Get the Gold Lugers from the basement office in Disc 2. The correct combination is red, green, blue and brown. You can also unlock Steve Burnside by performing well with the original Chris in battle mode.

#### Play As Albert Wesker In Battle Mode

Simply perform well with Chris in battle mode.

#### Play As Alternate Claire In Battle Mode

Perform well with the original Claire in battle mode.

#### Linear Launcher In Battle Mode

Get an A ranking with Chris, Steve Burnside, Albert Wesker and both versions of Claire in battle mode to

unlock the linear launcher. It will appear in your inventory during the next battle mode game.

#### Rocket Launcher

Get an A ranking in the normal game by completing it without saving, using no first aid sprays, and no retries. Additionally, save Steve from the Luger quickly, give the Medicine to Rodrigo, and complete the game with a time of less than 4:30. The rocket launcher will appear in the first item box in the next new game.

#### Hints: Alternate Nosferatu Death

There are two ways to kill Nosferatu. Normally, he will just fall to the ground with the sniper rifle. If you kill him with the sniper rifle, you will then be treated to a sequence featuring Claire blasting his heart into pieces.

#### D.I.J.'s Journal

D.I.J.'s journal is located in the slot machine in battle mode. Sometimes you have to play more than once to find it.

#### Find A Magnum For Wesker

Locate the casino room where everyone gets a first aid from the slot machine. Wesker will hit it and the bottom will open and reveal a magnum instead of a first aid spray. Note: Although it only has six shots, it will only take five to kill Alexia type 1.

#### Extra Animations In Battle Mode Chris

After killing the Hunter and the Sweeper in the locker room, go back to the smashed mirror and press Action. Chris will do his hair.

#### Steve

When you get to the junction room, where you have the choice of going into the casino room or continuing on with battle mode, check the soda machine after killing everything. Steve will get upset about not having money for the machine. Note: You may also need to try the machine in the locker room.

#### Wesker

Look at the human torso in the insane doctor's office. Wesker will tilt his glasses and look at it disgustedly.

### FIGHTING FORCE 2 (PAL)

#### Level Select

At the "Press Start" screen, press  $\triangle$ ,  $\square$ , X,  $\triangle$ ,  $\square$ , Y. If you entered the code correctly, the screen will flash. Now start a new game and a list of levels to choose from will appear.

#### Fireworks

Successfully complete the game, then enter the options screen and choose the new "Fireworks" selection.

### TEE OFF

#### Unlock All Clubs, Balls and Characters

Successfully complete World Tour mode on difficulty level one to unlock all clubs, balls and three bonus characters. Successfully complete World Tour mode on difficulty levels two, three and four to unlock two new bonus characters for each difficulty level completed, for a total of nine bonus characters.



Get the most from your Dreamcast games with DCM's cheats, hints and codes...

### SEGA BASS FISHING

#### Female Character

Select arcade mode, then at the level selection screen, press A + B.

#### Sonic Lure

Successfully complete all five tournaments in consumer mode.

#### Bonus Practice Levels

Successfully complete arcade mode once to unlock three new levels in practice mode. Successfully complete Lake Paradise in consumer mode to unlock the Palace level in practice mode. Successfully complete Lake Crystal in consumer mode to unlock the Falls level in practice mode.

#### Alternate Clothes and Boat Colour

Reach the final tournament in original mode for new clothes and boat colour.

#### Change Lure Colour

At the lure selection screen in consumer mode, press  $\uparrow$  or  $\downarrow$  to change the lure colour.



### HYDRO THUNDER

#### Quick Start

Hold  $\triangle$  during the pre-race countdown. Release  $\triangle$  trigger and hold  $\Rightarrow$  trigger when the countdown reaches "3". Release  $\triangle$  trigger and hold  $\triangle$  trigger when the countdown reaches "2". Release  $\triangle$  trigger and hold  $\Rightarrow$  trigger when the countdown reaches "1". If done correctly, your boat will get a faster start and a four-second boost.



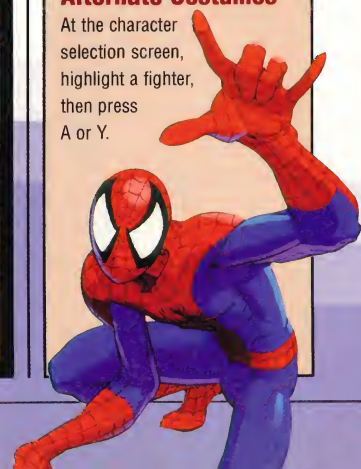
### MARVEL VS CAPCOM 2

#### Switch Characters During Game

Use the following to switch between characters in the middle of the game. For example, if you choose Cable, Ken, then Ryu, but later in the second stage you want Ken to appear first, hold  $\triangle$  trigger for the second character and  $\Rightarrow$  trigger for the third character at the versus screen.

#### Alternate Costumes

At the character selection screen, highlight a fighter, then press A or Y.





At the main menu, hold  $\leftarrow$  trigger +  $\Rightarrow$  trigger and press X(2), Y, X.

Pause the game, then hold  trigger +  trigger and press B, A, B, A.





While playing as Max, hold   $\Rightarrow$  trigger and press  (4).






























































































































Pause the game and press X + Y.

Play track two and higher of the game disc in an audio CD player to hear music from the game.

Place the game disc in a PC-compatible CD-ROM drive to find .JPG images and .WAV sounds from the game in the "mdk2" directory.



Successfully complete the game on the easy difficulty setting. Now press X, A, Y, B, B, B, , , ,  on controller D when the game returns to the "Press Start Button" screen. If you entered the code correctly, you will hear a sound.

Successfully complete the game on the normal difficulty setting. Now press  trigger, ,  trigger, ,  trigger, ,  trigger, ,  trigger, ,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,  trigger,

Successfully complete the game on the hard difficulty setting. Then, press B,  $\triangleleft$ , X, Y, X, Y, B, A, B, A,  $\Rightarrow$ ,  $\triangleleft$ ,  $\Rightarrow$ ,  $\triangleleft$  on controller D when the game returns to "Press Start Button" screen. If you entered the code correctly, you will hear a sound.



Finish in first place on the indicated track and circuit to unlock the corresponding racer:

<b>Racer</b>	<b>Track/Circuit</b>
Sebulba.....	Boonta Classic/Galactic
Aldar Beedo .....	Beedo's Wild Ride/Amateur
Ratts Tyerell .....	Howler Gorge/Semi-pro
Mawhonic.....	Andobi Mountain Run/Galactic
Slide Paramita.....	AP Centrum/Invitational
Clegg Holdfast.....	Aquilaris Classic/Amateur
Bullseye Navior .....	Sunken City/Semi-pro
Ark Bumpy Roose .....	Bumpy's Breakers/Semi-pro
Wan Sandage .....	Scrapper's Run/Semi-pro
Bozzie Baranta .....	Abyss/Invitational
Neva Kee .....	Baroo Coast/Semi-pro
Ben Quadinaros .....	Inferno/Invitational
Teemto Pagalies....	Mon Gazza Speedway/Amateur
Mars Guo .....	Spice Mine Run/Amateur
Boles Roor.....	Zugga Challenge/Semi-pro
Fud Sang .....	Vengeance/Amateur
Tov Dameron .....	Executioner/Galactic



While playing a game, press  $\uparrow$ ,  $\Rightarrow$ , B, Y,  $\downarrow$ ,  $\Leftarrow$ .

While playing a game, press Y,  $\Rightarrow$ , B,  $\Leftarrow$ , X,  $\Downarrow$ .

While playing a game, press  $\downarrow$ ,  $\downarrow$ , A, X, B, X.

While playing a game, press A, A,  $\Rightarrow$ , Y, A,  $\Rightarrow$ .

While playing a game, press  $\uparrow$ , X,  $\downarrow$ , B, A, Y.

While playing a game, press Y, B, A, , , .

While playing a game, press B, ↓, A, ↓, X, Y.



Successfully complete the game and save the Clear Data to unlock 70 Person Battle on the options screen. Disc 3 must be in the Dreamcast in order to play this mode.

Place any of the three game discs in a PC compatible CD-ROM drive to find high resolution .BMP files in the "Omake" directory



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BIGGEST &  
BEST VALUE SERVICE**

**PSX, DC, N64, PC & GBC**



# CHEATS UNLIMITED

## DREAMCAST CHEATS & TIPS

**CHEATS, TIPS, WALKTHROUGH & ESSENTIAL PLAYING ADVICE**  
THE LIST BELOW IS JUST A SAMPLE OF WHAT'S ON OFFER



A Life  
Aero Dancing Featuring Blue Impulse  
Aerowings  
Air Force Delta  
Armada  
Blue Slinger  
Buggy Heat  
Carrier  
Choo Adventure: A-Life  
Choo-Choo Rocket  
Climax Landers  
Cool Boarders Burrrn  
Crazy Taxi  
Cueball (Jimmy White 2)  
Daytona Usa 2  
Deadly Skies  
Dynamite Cop  
Dynamite Deka  
ECW Hardcore Revolution  
Elemental Gimmick Gear  
Evolution 1, 2  
Expendable  
Fighting Force 2  
Flag To Flag  
Giga Wing  
Hardcore Heat  
House Of The Dead 2  
Hydro Thunder  
Incoming  
Jimmy White 2 Cueball  
Jojo Bizarre Adventure  
King Of The Fighters Dream Match  
99  
Marvel Vs Capcom  
Metropolitan Highway Battle  
Millennium Soldier: Expendable  
Morce Grand Prix  
NBA 2K, Showtime  
NFI 2k, Blitz 2000  
NFI Quarterback Club 2000  
Pop 'N Music  
Powerstone  
Psychic Force 2012  
Resident Evil 2, Code Veronica  
Re-Volt  
Rippin Riders: Coolboarders Burrrn  
Sega Bass Fishing: Get Bass  
Sega Rally 2  
Shadow Man  
Shatoku Highway Battle  
Slave Zero  
Super Adventure  
Soul Calibur  
Soul Reaver L.O.K.  
South Park  
Speed Devil  
Star Gladiator 2  
Street Fighter 3, Impact, Alpha  
Super Speed Racing  
Suzuki Alister Extreme Racing  
Tee Off  
Test Drive 6  
TTNN Motorsports Hardcore Heat  
Tokyo Extreme Racer High Way Challenge  
Tomb Raider 4  
Toukon Retsuden 4  
Toy Commander  
Toy Story 2  
Trickstyle  
UEFA Striker  
Vigilante 8 Second Offence  
Virtua Fighter 3TB  
Virtua Striker 2  
Wild Metal  
WWF Attitude  
Zombie Revenge

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# DCM directory

The complete run  
down **on every**  
**Dreamcast** game  
so far **reviewed**  
and rated...



**AERO WINGS**Publisher: **Crave Entertainment**

Players: 1-2 • Reviewed: Issue 3

**6**

Being the first flight sim to grace the Dreamcast format, you'd expect its creator to go all out and try and set a standard high enough to make competitors quake in their collective boots. Alas, Crave opted for the 'bang it out in time for Chrimbo' approach leaving quality as a mere afterthought. Basic graphics, bog standard gameplay and a bastard challenge await Red Arrow fans everywhere, so unless you go to Farnborough every year, steer well clear.

**ARMADA**Publisher: **Acclaim**

Players: 1-4 • Reviewed: Issue 5

**7**

Armada is a challenge and a half. You're thrown into the thick of the action from the start and it takes a while to get into the swing of things. Kill enemy ships to collect money to buy weapons, and become the best fighter pilot since Hans Solo graced the starry skies. Your eyes will have to be looked at after a few hours-worth of play, as the graphics and principles behind the game could leave you seeing stars. This will be one of those misunderstood games that no one thinks about buying and all we can say is – pity.

**BLUE STINGER**Publisher: **Crave Entertainment**

Players: 1-2 • Reviewed: Issue 3

**8**

In Sega's efforts to ensure all genres were covered on launch day, Blue Stinger was on call to cover the action/adventure end of the operation. It's no Resident Evil, of that there's no doubt, but what it offers is a strong character driven game with all the elements to make it a strong back catalogue title. Forgive the slightly dodgy control system and you've got a game to keep you going while you're waiting for Res Evil Code: Veronica.

**BUGGY HEAT**Publisher: **Sega**

Players: 1-2 • Reviewed: Issue 3

**5**

How could Sega do it? Surely they wouldn't rely on the new technology behind Dreamcast to sell a hunk of junk masquerading as a decent game? Well it looks like they did and Buggy Heat is that hunk of junk – graphically uninspired and fundamentally flawed in both control and challenge. We'd like to think that Sega look back on this and hang their heads in shame. 'Why did we put our name to this pile of poo?' they'll say.

**CHEF'S LUV SHACK**Publisher: **Acclaim**

Players: 1-4 • Reviewed: Issue 3

**6**

It contains all the voices of the crazy South Park crew, perfect cartoon animation and all the comedy touches that made the series the success it is. But... It's just a bloody quiz game with a few mildly amusing sub-games stuck on the side. In its defence, it's a great way to end an evening down the pub (as long as you're a fan) and it is available at a slightly knocked down price. But that's your lot.

**CRAZY TAXI**Publisher: **Sega**

Players: 1 • Reviewed: Issue 6

**9**

Possibly the best arcade conversion yet! Crazy Taxi doesn't just mirror the arcade version perfectly and have equally beautiful graphics, it also has added game modes for some extra longevity. Steer your cab round heavy traffic with haste and precision and your tips will come flying in. Deal with angry punters and deliver the vicar to the church on time and your name will be in the number one rankings spot before you know it. Pure unadulterated quality gaming, without question. Buy it or you won't be able to call yourself a Dreamcast gaming guru!

**DEADLY SKIES**Publisher: **Konami**

Players: 1 • Reviewed: Issue 6

**5**

Another flight sim is offered up and we're afraid to say it doesn't go anywhere no-one's been before. The graphics are dull (with the exception of the replays that is), the action takes place at almost a snail's pace and there are splendid features that were in the import version that have been carelessly taken out. The missions aren't exactly inspiring either. Maybe the aviation enthusiasts out there will be pleased with the wide range of jet fighters on offer but there's really now else to keep you occupied through the evenings. Stick with Incoming for now in the hope that some developer, somewhere, is working on a fast and furious sky battle which really gets the adrenaline pumping.



**PURE UNADULTERATED QUALITY**  
**GAMING, WITHOUT QUESTION**

# directory

## DYNAMITE COP

Publisher Sega  
Players: 1-2 • Reviewed: Issue 3

6

Another terrible embarrassment for Sega here, with not enough in its defence to save it from various EB bargain bins around the country. Though there's an abundance of different moves and combos on offer, there just aren't enough stages to keep any player entertained for more than a couple of hours. Multiplayer mode might warrant another bash, but half an hour later you're going to be done. Don't cause your wallet any unnecessary pain – it's just not worth it.



## FIGHTING FORCE 2

Publisher Eidos  
Players: 1 • Reviewed: Issue 4

8

While not as easy on the eye as luscious Lara Croft, Hawk Manson (star of Fighting Force 1 and 2) offers some sharp moves, a cool first-person mode and loads of macho attitude. Though at heart the game's a scrolling beat-'em-up, FF2 has some adventure elements to keep you on your toes. Graphically speaking it offers some excellent locations for fisticuffs but is let down at times by bland opponents. It's not gonna win any awards, but it's got more than enough to keep fans of the genre happy.



## ECW Hardcore Revolution

Publisher Acclaim  
Players: 1-4 • Reviewed: Issue 7

7

It's good, but not great. Although it's streets ahead of the rushed-out PlayStation port WWF Attitude, it's still pretty obvious the game engine was written for a less powerful machine and tweaked. There are plenty of cool moves (400 altogether), and weapons that cause some serious physical pain, like cheese graters, shovels and ladders. You won't be disappointed if you buy it, but it won't be long before another Dreamcast grappler blows it clean out of the ring.



## GTA 2

Publisher Take 2 Interactive  
Players: 1 • Reviewed: Issue 9

9

Pure, unadulterated illegal driving. Run over pedestrians, drive on the wrong side of the road, steal a truck load of cars – the sky's the limit. This has to be one of the most controversial titles ever to come out on a console (along with

**DRIVE ON THE WRONG SIDE OF THE ROAD, STEAL A TRUCK LOAD OF CARS – THE SKY'S THE LIMIT**

Carmageddon), but it's always the games parents and MPs hate that make for good gaming. The humour's straight out of the gutter too, and the superb soundtrack adds extra appeal. Can we fault this title? Probably not. Simply put, this game offers the kind of uncomplicated and addictive gameplay that stops you from ever wanting to put down your controller, and that's what gaming's all about, right?



## EVOLUTION

Publisher Ubi Soft  
Players: 1 • Reviewed: Issue 5

4

Hmmmm, a bit of a disappointment, then. It's frustrating to see old-style role playing games when the Dreamcast gives developers the opportunity to deliver games such as Shenmue. Cartoon-style characters, turn-based battle scenes, monsters, minions and spell casting – classic. As long as you like that kinda thing. So, it received the not-so-good score of four out of ten, a pity as some gamers like the traditional RPG formula, but the best is surely yet to come.



## F1 WORLD GP

Publisher Video Systems  
Players: 1-2 • Reviewed: Issue 3

6



Video Systems have had several successes on the PSX and N64 but F1 World GP on the Dreamcast really isn't going to join those ranks. There are several reasons for this (including twitchy controls and bog standard graphics), but the biggest and most unforgivable is the slowdown that occurs with heavy traffic. Monaco GP doesn't have that problem, so why should this? The Dreamcast is capable of so much more.

## HYDRO THUNDER

Publisher Midway  
Players: 1-2 • Reviewed: Issue 3

7

With the Dreamcast already being over-run with various types of driving games, Midway had to come up with something different and there's no doubt they managed it with Hydro Thunder. Super speedboat racing, complimented with super cool graphics and sound FX, really gets things off on the right foot. But having only one game mode and frustrating gameplay kind of levels things out though. Moments of genius and hair tugging alike.



## INCOMING

Publisher: Infogrames

Players: 1-2 • Reviewed: Issue 1

8

Incoming represents the upside of direct PC ports. It's good looking, very playable and probably more suited to a console anyway. What it lacks in tactical depth it makes up for with arcade style action. Loners may find it a little repetitive, but split-screen mode works well and as a post-pub blast it's hard to beat. With stripped-back gameplay that's light on its feet and heavy on visual action, Incoming's a cheery bimbo who's so pretty you can't help but love her. A real must for flight sim fans.



## JIMMY WHITE'S 2: CUEBALL

Publisher: Virgin Interactive

Players: 1-2 • Reviewed: Issue 3

8

Cueball's developers, Awesome, have almost lived up to their name with this splendid snooker simulation. Obviously it doesn't test the Dreamcast's powers, but the physics are spot on, and the graphics genre-leading. The game suffers a little without the aid of a mouse, but play still runs smoothly enough. As our only current sim, it's out on its own and endlessly entertaining, not unlike Jimmy himself.



## JO JO'S BIZARRE ADVENTURE

Publisher: Capcom

Players: 1-2 • Reviewed: Issue 7

7

Whilst Jo Jo's Bizarre Adventure is certainly based on the classic Street Fighter series in terms of both look and gameplay, it quickly veers off into new territory and becomes a genre-blurring adventure of epic proportions, where the fights actually have a purpose. You'll find yourself on an epic journey of discovery, during which a plethora of varied game styles are utilised. One



minute you'll find yourself in a simple one-on-one bout against a human opponent and the next minute you'll be playing poker in a swanky casino. No, really.

## MARVEL VS CAPCOM

Publisher: Virgin Interactive

Players: 1-2 • Reviewed: Issue 3

7

On a console well known for its leading 3D fighters, 2D battles on. And with more shine and variety than Street Fighter Alpha 3, MVC is perhaps the best of the bunch. The 15 cartoon super heroes will take a splendidly long time to master and there's no shortage of big spangly moves. An all-new four-player tag-team option is also a great bonus. The controls can take some getting used to, but as 2Ds go, it's a bit of a Marvel (and a bit of a Capcom as well).



## MDK 2

Publisher: Interplay

Players: 1 • Reviewed: Issue 7

9

The first MDK title was good, but this one's better. Not only do you get to control the old hero Kurt, but also Max (remember him?) and the mad inventor Dr Hawkins. The graphics are (put simply) amazing and the environments you explore are massive.

All the weapons from the original are still there, as well as some new ones to get to grips with. This'll keep you amused for weeks, and then some. Definitely one of the Dreamcast's best adventure games yet.



DEFINITELY ONE OF THE  
DREAMCAST'S BEST  
ADVENTURE GAMES YET

## LEGACY OF KAIN: SOUL REAVER

Publisher: Eidos

Players: 1 • Reviewed: Issue 6

9

Just from the intro sequence you can see this title is going to offer something special. The graphics and the chilling storyline and sound effects add to the gameplay and bring this title on a par with such DC titles as Shadow Man and Resident Evil. Expect loads of puzzles – some a little more challenging than others – and a constant plot movement that just pulls you in. Stop the praise now, it's sickening.



## MILLENNIUM SOLDIER: EXPENDABLE

Publisher: Infogrames

Players: 1 • Reviewed: Issue 1

8

Expendable veers away from the current fashion for 3D shooters. Its developers, Rage, aimed to recreate the best elements of classic shooters like Ikari Warriors and Commando, and they've mainly succeeded. Deep it ain't, and it could have been prettier, but there's plenty of heavy blasting action to disperse life's little stresses. Get a mate to fight alongside you and you've got yourself a much better game.



# directory

## MORTAL KOMBAT GOLD

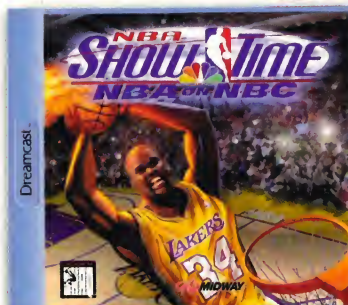
Publisher: Midway  
Players: 1-2 • Reviewed: Now we have **4**

When DCM had to rank all the Dreamcast games of 1999, all war broke out. With Soul Calibur at hand, the number one placing was easy, but the lowest position, number forty-one, was a different matter. How do you decide which is the worst of two games with no redeeming features? Well, somehow MKG managed to fend off Psychic Force 2012, but all this means is that it's less exceptional at being crap. Even worse than the film.



## NBA SHOWTIME

Publisher: Midway  
Players: 1-4 • Reviewed: Issue 4 **4**



As a direct port from the classic NBA Jam arcade series, there's plenty of simple button bashing fun, and a top-notch multiplayer mode. Unfortunately the game hasn't been sufficiently tweaked to suit the needs of the more demanding console player, especially when that console is the Dreamcast. There's a distinct lack of options and the graphics are substandard. With four players the game really comes to life, otherwise there's just no pulse.

## NFL BLITZ 2000

Publisher: Midway  
Players: 1-4 • Reviewed: Issue 4 **8**

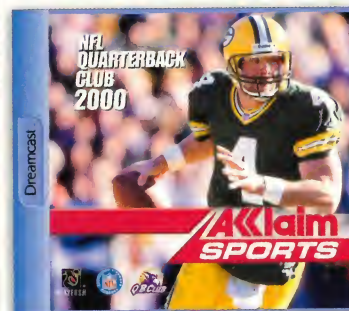
A splendid arcade style title that does away with complicated plays and lets you straight into the action. And the control system mirrors this simplicity, using only three buttons for a wide variety of actions. Graphically it's less inspiring, but with such rich and smoothly flowing gameplay, who cares? As any toothless player will tell you, it's beauty on the inside that counts, and Blitz 2000's bursting with it.



## NFL QUARTERBACK

Publisher: Acclaim  
Players: 1-4 • Reviewed: Issue 4 **7**

Where Blitz 2000 is a big dumb (but good) blocker, Quarterback is a more sophisticated, well, Quarterback. Exhibition, Playoff, Season, Historic Sim, Custom Sim and Practice modes allow you to recreate all the game's complexities to an impressive degree. So if you're looking for a hard-core sim, this one's for you. Otherwise look left a couple of inches, and save yourself a lot of hassle.



## PEN PEN

Publisher: Infogrames  
Players: 1-4 • Reviewed: Issue 3 **7**



If mutated penguin racing is your game, this'll be right up your street. It's one of those weird concepts that just doesn't make sense outside of Japan. Anyway, just for the record there are seven Pen Pens, twelve tracks and a multiplayer mode for those willing to disclose their ownership to others. I don't know, maybe I just don't get it. Maybe there's a hidden message, like that song: Lucy in the Sky, with Diamonds...



# POWER STONE

Publisher: Eidos  
Players: 1-2 • Reviewed: Issue 1 **8**

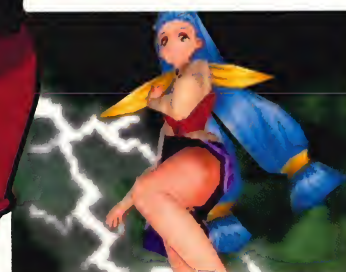
Power Stone is a must for all beat-'em-up fans. If you don't already know, it's a one on one fighter with a difference. A series of three different gems appear periodically around the screen. Grabbing them (or beating them out of your opponent) enables you to unleash a wider range of attacks. Backgrounds are also highly interactive and there's a large arsenal of weapons to be found. The only problem with this game is Soul Calibur, which is better.



## PSYCHIC FORCE 2012

Publisher: Acclaim  
Players: 1-2 • Reviewed: Not worth it **4**

Oh dear, Potato seem to have had a fair few problems with their Dreamcast debut. It's awkward, ugly and quite frankly, crap. A bench-mark in failure. As much fun as stepping in doggy doos, slipping up, and then falling in it. Am I getting through? Its main achievement was being voted the worst game on the Dreamcast in '99. Let's hope it retains that lowly title for many years to come.



## RACING SIMULATION: MONACO GRAND PRIX

Publisher Ubi Soft

Players: 1-2 • Reviewed: Issue 1

7

Isn't it frustrating how the Japanese get everything first? Well Monaco GP presents one of those rare occasions when we actually benefit from the delay. The once bland game received a vital face-lift before its UK launch, and now looks superb. The lack of a licence means true F1 fans might feel a little lost, but there are plenty of redeeming features. Simulation Mode is impressively realistic and Arcade Mode instantly playable. A pretty good start as the Dreamcast's premiere sim.



## RAYMAN 2

Publisher Ubi Soft

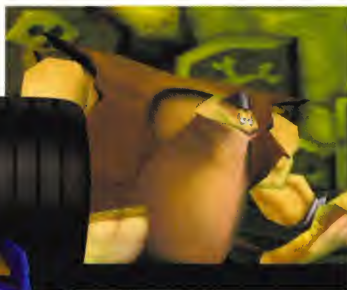
Players: 1 • Reviewed: Issue 6

9

This may be some people's idea of a cutesy platformer but we say otherwise. What Sonic Adventure was lacking (which wasn't a lot), Rayman 2 more than makes up for. Stunning cartoon graphics and a Spyro-inspired soundtrack blend easily with the constantly evolving gameplay seen throughout. The characters themselves are distinguished perfectly through their distinct personalities, and the puzzles, tasks, bosses and sheer variety will keep you amused for weeks, possibly days (depending on how immersed you are). Don't miss out on the next generation of the 3D platform genre.



**DON'T MISS OUT ON THE NEXT GENERATION OF THE 3D PLATFORM GENRE**



## RE-VOLT

Publisher Acclaim

Players: 1-4 • Reviewed: Issue 4

8

Twenty toy cars have Re-Volted against their captors and made for a pretty creative racing game. The PlayStation version was at best unremarkable but 96 extra bits have made all the difference. There are 20 cars altogether and a wealth of weapons including water bombs, fireworks, turbos, oil and electrical charges which drain your opponents' batteries. There are slight glitches with the handling, but a big bag of original touches puts Re-Volt in a league of its own.



## READY 2 RUMBLE

Publisher Sega

Players: 1-2 • Reviewed: Issue 3

9

The game that made the Dreamcast's launch rumble. This was the only title to really fight its corner in the all format charts, and for many good reasons. Each cartoon-like boxer is superbly animated and full of character, making competitive matches that little bit more personal. In Championship Mode you get a gym and three characters to train. But look, this game's just way too big to be summed up here, so go the distance down to the shops and you'll come back a winner.



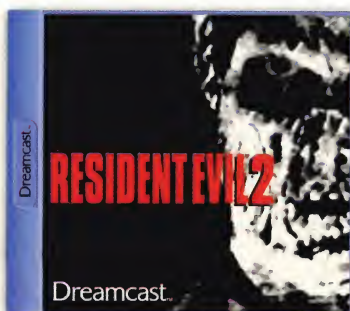
## RESIDENT EVIL 2

Publisher Virgin Interactive

Players: 1 • Reviewed: Issue 5

7

It's had its day on the PlayStation and now, for some reason, Virgin have decided to keep the momentum going on the Dreamcast before we're treated to Code: Veronica. There's probably no need to tell you that it will always have a special place in all of our hearts, but there's just nowt new to get your teeth into. All the characters are still there, namely Claire Redfield, and the Umbrella Corporation is still up to its old tricks. Get yourselves a copy if you've never experienced what is 'Res Evil'.



## SEGA BASS FISHING

Publisher Sega

Players: 1 • Reviewed: Issue 3

9

128 bit technology, online gaming and, er, fishing. But not just any old fishing. This is undoubtedly the most comprehensive, realistic and enjoyable fishing game ever. Arcade Mode involves catching as many bass as you can in one of three areas: Lodge, Cape and Inlet. Original Mode allows you to take part in the SBFA Amateur Tournament, including five stages set during morning, noon and evening. Leave your wellies in the loft and give Sega Bass a go – I guarantee it'll reel you in.



## SEGA RALLY 2

Publisher Sega

Players: 1-2 • Reviewed: Issue 1

8

Sega's flagship racer is everything you'd expect, with heaps of cars and tracks and gloriously sharp graphics. There are loads of nice touches including ostriches running across the tracks and onlookers playing chicken with your car. Slowdown, although rare, is evident and there could have been more of a challenge, but these factors barely detract from one of Sega's many leading arcade experiences. This will always remain a classic.



# directory

## SEGA WORLDWIDE SOCCER 2000

Publisher Sega

Players: 1-4 • Reviewed: Issue 4

8



After UEFA Striker's delay, Sega Worldwide Soccer has come along and given it a kick in the shins. It's a cool marriage of the SWS series' arcade style and Silicon Dreams' more sophisticated approach. While a quick start option allows you straight into the action, all the options are there. You can set up the camera, select the environment, teams, tournaments, and even indulge in customisation procedures. With intuitive controls and genre-leading graphics, SWS is firmly the Dreamcast favourite.

## SHADOW MAN

Publisher Acclaim

Players: 1 • Reviewed: Issue 4

9

You play the part of a student-turned-assassin who has been given the chance to atone for his sins by saving mankind from impending doom. Armed with various weapons and devices, you can blast and flame your enemies, and

even look them up in secret FBI files. The character movement has been noticeably improved since earlier versions, with quicker responses and less slugging around. If you can handle an irritating camera and a big dose of trial and error, you'll quickly find yourself trapped in this wonderfully hideous world.

YOU'LL QUICKLY FIND YOURSELF TRAPPED IN THIS WONDERFULLY HIDEOUS WORLD



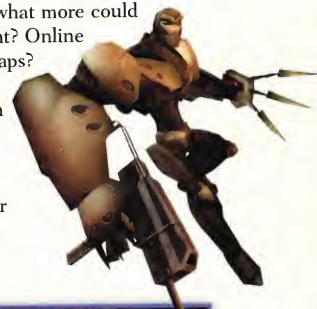
## SLAVE ZERO

Publisher Infogrames

Players: 1-4 • Reviewed: Issue 5

8

Infogrames are just pulling out those decent games right left and centre at the moment. Showcased in issue 5, Slave Zero is a feast for your eyes. You take control of a 60-foot biomechanical war machine, to put an end to an evil dictator's cunning mission to take over the city of S1-9. Loads of destructive weaponry, 13 levels and graphics to salivate over – what more could we possibly want? Online playability perhaps? Four players can have a bash at Deathmatch mode, which will suffice. A worthy score for such an action-packed game.



## SNOW SURFERS

Publisher Sega

Players: 1-2 • Reviewed: Issue 2

6

Following the success of the PlayStation trilogy, the Dreamcast should have taken Cool Boarders to another level. Unfortunately something has gone very wrong, and the UK version has been renamed Snow Surfers. There are seven courses altogether: pretty meagre compared to Cool Boarders 3's 36. On top of this the game's music and image is generally more 'acceptable' than 'cool'. Graphically it's top drawer, but there just isn't enough depth or playability to warrant the asking price.



## SONIC ADVENTURE

Publisher Sega

Players: 1 • Reviewed: Issue 1

9

Sega's flagship 'hog returns in his first 3D adventure, with splendid success. Aside from Sonic there are five characters to control, each with their own tailored abilities. You can also control a robot called E102 GAMMA, along with his laser-guided weaponry. There are three massive adventure areas to explore: Station Square, Mystic Ruins and the Egg Carrier (Dr Robotnik's space ship). Despite unfortunate technical glitches, including an irritating camera, Sonic has firmly recaptured his post at the forefront of platform and adventure gaming.



## SOUL CALIBUR

Publisher Sega

Players: 1-2 • Reviewed: Issue 1

9

Probably the best beat-'em-up in the World. No, just kidding, this IS the best beat-'em-up in the World, and by quite some distance. Having ruled the PlayStation with their Tekken and Ridge Racer series, Namco have already established themselves as masters of the next generation. Soul Calibur is simply the most playable, challenging and graphically awesome game ever. It laughs in the face of Virtual Fighter 3tb, allowing you to run in eight directions around the ring. If you haven't already got it, well, I don't know why we bother.



## SOUL FIGHTER

Publisher Mindscape

Players: 1 • Reviewed: Issue 3

8

After the disappointment of Dynamite Cop, the Dreamcast was still in need of a decent scrolling beat-'em-up and Soul Fighter fits the part nicely. Choose either a warrior, a magician or a girlie, ignore the sketchy plot and kick some serious monster arse. The lack of a two-player mode is a real downer, but there's plenty of challenge, which goes some way to making up for it. A great example of old school action polished up by your Dreamcast.



# SPEED DEVILS

Publisher Ubi Soft

Players: 1-2 • Reviewed: Issue 2

9

Speed Devils is an American muscle-car racer with a twist. Your base in Championship Mode is the garage, from which you can purchase and upgrade up to three cars at a time. To progress through the game you'll need some cash, which can be earned in several ways, including spending the most time in the lead, busting police radars, winning the race and winning bets set by



## SPEED DEVILS IS AN AMERICAN MUSCLE-CAR RACER WITH A TWIST

your opponents. There are 12 cars, 13 tracks and a fabulous split-screen multiplayer mode. What more could you want?



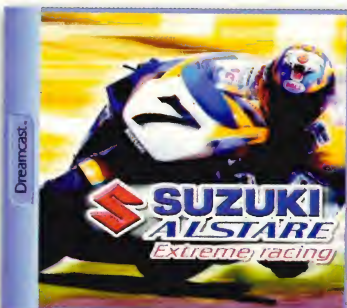
### SUZUKI ALSTARE

Publisher Ubi Soft

Players: 1-2 • Reviewed: Issue 3

8

Speed Demon developers Criterion had one main objective here: to make the fastest, smoothest racing game around. They've recreated the Suzuki Alstare team along with six GSXRs, from the standard 600 to the insane superbike 750. The game manages to blend top-drawer arcade action with a very realistic edge drawn from Suzuki's considerable input. The helmets and bikes are modelled from the real things, the tracks are entirely fanciful. Handling is over-simplified, but the speed is totally pure.



### TEE OFF

Publisher Acclaim

Players: 1-4 • Reviewed: Issue 5

8

What a cool game. Whether you've just got back from the pub or you just want a quick round, this title is satisfyingly tasty enough for your gaming palette. It's very cartoon-style (not dissimilar to Everybody's Golf on the PlayStation) and the intro sequence screams Japanese from all crevices. It has loadsa game modes, nice-looking characters and if the backgrounds were a little less basic it would almost be worth a nine out of ten.

Four player is almost too competitive, so be careful not to lose your closest friends. Someone's going to have to go a long way to better this golf game.



### STREET FIGHTER ALPHA 3

Publisher Virgin Interactive

Players: 1-2 • Reviewed: Issue 3

6

Street Fighter Alpha 3 is, well, Street Fighter Alpha 3. It holds very little over the PlayStation version, aside from small graphical tweaks and a bundle of extra game modes. On the plus side there are hundreds of moves, but some are a little awkward to pull off. If you're a big fan of the genre and 2D doesn't bother you this will certainly keep you happy. Otherwise, leave well alone.



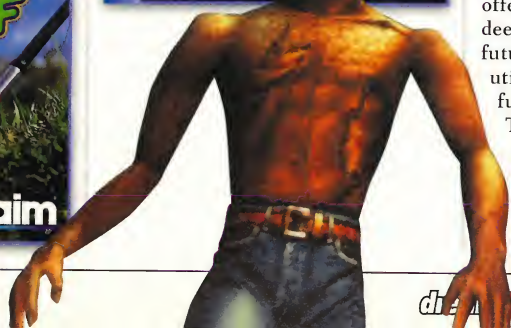
### THE HOUSE OF THE DEAD 2

Publisher Sega

Players: 1-2 • Reviewed: Issue 1

8

Sega's classic arcade shooter has been brilliantly converted to the Dreamcast. There are no discernible graphical differences and all the gory violence remains. You must take out the monsters and look after the innocent people to find the quickest route to the evil inventor, Goldman. Enemies range from face-sucking frogs to axe wielding zombies. It's annoying that you have to start the game from the beginning every time you lose, but it's still the sharpest shooter around.



### STREET FIGHTER DOUBLE IMPACT

Publisher Capcom

Players: 1-2 • Reviewed: Issue 7

7

If 2D fighting is your bag, there's no doubt that Capcom's latest scrapper is the cream of the crop, offering the best in graphics, character design, and gameplay mechanics to date. The only original characters left are Ryu and Ken (and a secret appearance by Gouki – surprise, surprise!). The only truly weak point of Street Fighter III is the lack of a serious long term challenge. World Tour Mode is sorely missed here, leaving nothing much more than Arcade and Versus modes. Great for Street Fighter fanatics, but there's just not enough for more casual players.



### THE NOMAD SOUL

Publisher Eidos Interactive

Players: 1 • Reviewed: Issue 8

8



This is clearly the future of adventure gaming. Well, for starters it's got a cool soundtrack which is written and sung by David Bowie – he even appears in the game. Basically, you're a law enforcement officer who's had to possess another bloke's body so he can investigate his partner's death. Nomad Soul offers a well defined challenge and a deep insight into a dark and futuristic world, filled with utilitarian technology and a functioning virtual community. The puzzles work logically through this well balanced adventure and the graphics are beautifully cinematic – this is a must for fans of the genre.

# directory

## TOKYO HIGHWAY CHALLENGE

Publisher: **Crave Entertainment**  
Players: 1-2 • Reviewed: Issue 3

6

Pick one of 24 cars and race along Tokyo streets at night. Sounds great, and for a while it is, but as you make your way through 134 different opponents, the action all becomes a bit samey. The courses are well designed, but when compared to Speed Devils there just isn't as much variety. Winning and losing is determined by a time-lag system: fall too far behind and you've lost and vice-versa. Graphically flawless but lacking any real depth.



## TOMB RAIDER: THE LAST REVELATION

Publisher: **Eidos Interactive**  
Players: 1 • Reviewed: Issue 7

10

The long and short of it is that Tomb Raider: The Last Revelation is a classic of our time and a game that is so involving that days can turn to nights and back again before you realise you've missed an entire night's kip. Tomb Raider: TLR offers Dreamcast fans the highest quality production values, the best presentation and greatest gameplay anyone could hope for. If you've ever had doubts in the Dreamcast's abilities, they sure as hell should be history by now!

TOMB RAIDER: THE LAST REVELATION IS A CLASSIC OF OUR TIME



## TOY COMMANDER

Publisher: **Sega**  
Players: 1-4 • Reviewed: Issue 2

9

Toy Commander surely rules the realm of original gaming concepts. You must lead your toys through increasingly tricky tasks to prove you're still the boss. And toys being toys, normal rules don't apply: you can survive massive falls and collisions and even drive up the walls. In gameplay terms there's a bit of everything, from frantic Mario Karting through to Tomb Raideresque progressive platforming and exploration. A splendid compound of everything you love about games.



## TRICK STYLE

Publisher: **Acclaim**  
Players: 1-2 • Reviewed: Issue 2

9

With their stunning Dreamcast debut, Criterion have lifted snowboarding to a new level. There are nine cyberpunks to control, each with their own stats on speed, strength, power, and skill. Five boards are available from the start and more can be earned by beating the bosses. There are loads of excellent courses spread over several different countries including the UK, USA and Japan. Graphically it's right up there with Sonic and a comprehensive two-player mode is the icing on the cake.



## UEFA STRIKER

Publisher: **Infogrames**  
Players: 1-4 • Reviewed: Issue 2

8

With Expendable and Le Mans already under their belt, Infogrames have marched proudly (if a little late) onto the pitch. In pure gameplay terms it can't better ISS Pro, and you might find the controls slightly awkward at first, but given a chance, Striker does have its moments. Some areas of play such as shooting have been made easier and the game flows well. But let's not sell it short. It's a great looking game that offers a quite deep yet still highly enjoyable sporting experience.



## VIGILANTE 8: SECOND OFFENSE

Publisher: **Activision**  
Players: 1-4 • Reviewed: Issue 5

6

It's just a whole lotta gun blasting, truck chasing drive! No, that's unfair, it's really not that bad but it doesn't come close to the original effort found on the PlayStation. The best feature by far is the multiplayer, where up to four of you can slog it out – it's stress relief if nothing else. However, as Simon so rightly said, 'It lacks soul'. Graphics are good, there are lots of characters to choose from and a whole host of weapons for the taking, but it just ain't got what it takes to make the Dreamcast grade – sorry!



## VIRTUA FIGHTER 3TB

Publisher: **Sega**  
Players: 1-2 • Reviewed: Issue 1

7

Perhaps the weakest of Sega's flagship games, Virtua Fighter 3tb seemed to suffer somewhat from hurried development and testing. All the usual fighters are present, along with a decent gathering of fresh characters, but graphically the title already looks dated. The lack of twin shoulder buttons on Sega's pad also causes problems. Even though it was a launch title, beat-'em-ups have since progressed leaps and bounds. Basically Virtua's generally a solid title, but it's dramatically dwarfed by the likes of Soul Calibur.



## VIRTUA STRIKER 2: VERSION 2000.1

Publisher Sega

Players: 1-2 • Reviewed: Issue 5

4

Virtua Striker has always been welcomed with open arms in the arcades and with the Dreamcast around it's an easy cash in to make by releasing this title. But give us UEFA Striker or Worldwide Soccer any day, we say, as although this is a big, flash example of what the DC can do there simply isn't a playable game attached. It hasn't got a very pick-up-and-play philosophy, you just take thrashing after thrashing – learning curve? What learning curve? Looks good. Plays bad.



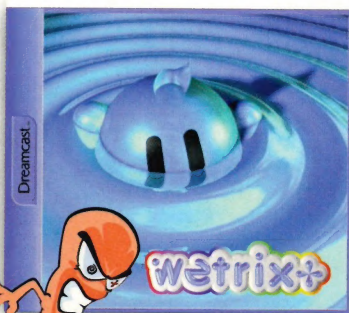
## WETRIX+

Publisher Take 2 Interactive

Players: 1-2 • Reviewed: Issue 7

7

This puzzling title could be described as an underwater Tetris. All you have to do is construct lakes on a platform to catch blobs of water, to prevent your flask from spilling over. There are obstacles to get over such as bombs and earthquakes, but for a true pro this shouldn't pose a problem. Have a bash at two player and you'll be entertained for hours. This is definitely the best puzzle game for the Dreamcast yet – other than Tetris 4D, that is.



## WILD METAL

Publisher Take 2 Interactive

Players: 1-3 • Reviewed: Issue 6

8

Although not really challenging Sonic or Soul Calibur in the graphical stakes, Wild Metal's gameplay is right up there with the best. Combining the right amount of strategy with the perfect sprinkling of action, this game has a little of everything. Action takes place in very desolate environments and you choose from many uniquely designed battle tanks to take on the various enemies you encounter. The missions are challenging to say the least and after playing it for around...oooooh...ten minutes, you'll be hooked. It's the first real strategic title for the Dreamcast, and Take 2 Interactive sure have done themselves, and us, rather proud.



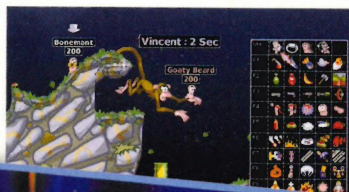
## WORMS ARMAGEDDON

Publisher Hasbro

Players: 1-4 • Reviewed: Issue 4

8

With more weapons, redesigned terrains and extra game modes, this classic title is best on the Dreamcast. There are now fifty five weapons, including new additions such as the skunk, which detonates with a potent pong that leaves your opponents spluttering for the rest of the game. All the usual options are there, allowing you to name your own worms (Jarvis, Joe Brand, @?@\*?! etc.), set a time limit on the completion of each move and, of course, choose your team's special weapon. Splendid.



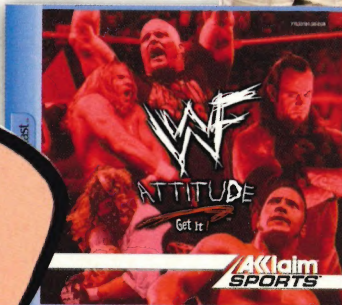
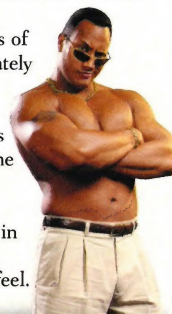
## WWF ATTITUDE

Publisher Acclaim

Players: 1-2 • Reviewed: Issue 4

6

This should have been a wrestling revolution, but sadly it's far from it. All the faves are there, including Stone Cold Steve Austin, Farooq, Al Snow, Val Venis, Goldust, The Rock, Triple H, Mankind Kane, The Undertaker and even the late Owen Hart. You can also recreate most of the specialist match types of the WWF. Unfortunately Acclaim's licensing deal had almost expired and there was no time to improve the game during its port from PlayStation to Dreamcast, resulting in substandard graphics and a general 32 bit feel.



## ZOMBIE REVENGE

Publisher Sega

Players: 1-3 • Reviewed: Issue 6

7

The House of the Dead 2 was no doubt one of the most popular DC launch titles and Zombie Revenge is definitely of the same ilk. 'So why did it only get a seven out of ten then?' we hear you ask. Well, it's not quite as fast and furious as THOTD 2 for starters and although there's plenty of cool weapons for your characters to get hold of (the flame thrower being our particular favourite) it's just not the same without being able to use the lightgun. The one thing that will put this at the bottom of your 'DC games to buy' list is undoubtedly the fact that the gameplay is very short lived – so why would you want to pick it up and play it again?



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Sega Europe

**publisher**  
Darren Harridge  
darren.harridge@quaynet.co.uk

**art director**  
Dougal Matthews  
dougal.matthews@quaynet.co.uk

**advertising**  
Giovanna Halton  
giovanna.halton@quaynet.co.uk

**circulation manager**  
Karen Wyatt  
karen.wyatt@quaynet.co.uk

**managing director**  
Neil Harris  
neil.harris@quaynet.co.uk

**editor**  
Russell Barnes  
russell.barnes@quaynet.co.uk

**deputy editor**  
Claire Webster  
claire.webster@quaynet.co.uk

**contributors**  
Derek de la Fuente, Simon Bayle,  
Kendall Lacey, Paul Trueman

**art editor**  
Richard Grace  
richard.grace@quaynet.co.uk

**sub editor**  
Sorcha Fenlon  
sorch.fenlon@quaynet.co.uk

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